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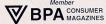
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#### PLAYING FAIR...

Over the past few months there have been a few rather disturbing press announcements coming out of the offices of some of the major players in the video game industry. The main issue centers around Sega's launching of their new CD-ROM player.

Without a doubt the Sega-CD is a spectacular unit. The technology behind the system is amazing, and this system clearly represents the future of video gaming. We've been talking about it ever since we saw it, when it was debuted at the Tokyo Toy Show back in June 1991, and now that the unit is in the stores, the feedback from our readers is very positive for both the Sega-CD and the technology. It's no surprise that the systems are on back order and

And now the problem, it actually dates back to January 1992. At the Winter CES Sega started to show their CD-ROM behind closed doors to the press. Nintendo had nothing to show. On the last day of the show, a press release came out from Nintendo with specifications that implied that their CD-ROM would be better than Sega's, and that it would be out in January 1993. Then came the Summer CES. Sega had their unit on the floor and Nintendo had nothing to show. A short time later, Nintendo issues another press release saying that a 16-Bit CD-ROM machine is inadequate and they are changing theirs to a 32-Bit machine. Another two month pass and Sega holds a special press reception to roll out their U.S. Sega-CD. Two days before the press ing up with Sony to create "...an international standard fort CD-ROM technology..."

Talk about Sega bashing. What is ironic about Nintendo's 'paper trail' is the memo which didn't come from them. Only one month after the great Nintendo'Sony team was announced, Sony of Japan quietly announced to the Japanese press that the Nintendo CD machine may not be quite the one they are interested in.

To give Nintendo the benefit of the doubt, perhaps the timing of their string of vaporware memos just coincidentally matched up with Sega's major CD announcements. Nevertheless, I am getting the impression that Nintendo is really going out of their way to do what they can to diminish the impact of the rollout of the Sega CD.

To that I wish Nintendo would play fair, and let Sega have their just rewards. Instead of making constant promises which aren't coming true, Nintendo should just concentrate on making their CD-ROM. Forget that Sega beat you to the CD arena. Remember that you were late with your 16-Bit system and you caught up in only one year. You could, with the help of your long list of excellent licensees, catch up in the CD system war in the same amount of time.

Ed Semrad Editor



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#### **ULTRASEVEN STORMS JAPAN**

The popular live-action series hits the video game scene on the Super Famicom. Plus, Shining Force for the Game Gear.

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have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling dodge, outwit and overcome a guards and bloodsucking leech-Now, that shouldn't be too hard for a Whiz Kid like you - right?

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THE BIGGEST A<mark>ND BE</mark>ST!!

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FACT-FILES

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Big screen giants: Wayne's World, Addams Family 2, Cool World, and Lethal Weapon 3 like vou've never seen them! Plus much more!

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Hit the road in RC Pro-Am 2 or Rollerblade Racer with your NES.
Plus, all the terror of Alien 3 and The Terminator!

**OUTPOST GENESIS** 

This month's EGM features four incredible pages of ninja power with TMNT: Hyperstone Heist. Feast your eyes on the pix for the latest adventure of those teen-age turtles as they try to recapture the precious Hyperstone from the evil Shredder and his minion of goons. We've also got the latest on Superman, Double Dragon 3, Out of This World, Pigskin Footbrawl, Sunset Riders, Ecco, Toxic Crusaders, T2 Arcade, Outlander, and PGA Tour Golf 2 all for your Genesis system!

TURBO CHAMP

Travel around the world busting bubbles in Super Buster Brothers!

Hop on the band wagon in Camp California and save the beach!

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Just when you thought it was safe. . . Mario is back in Super Mario Land 2. Take to the high seas in Adventure Island 2!

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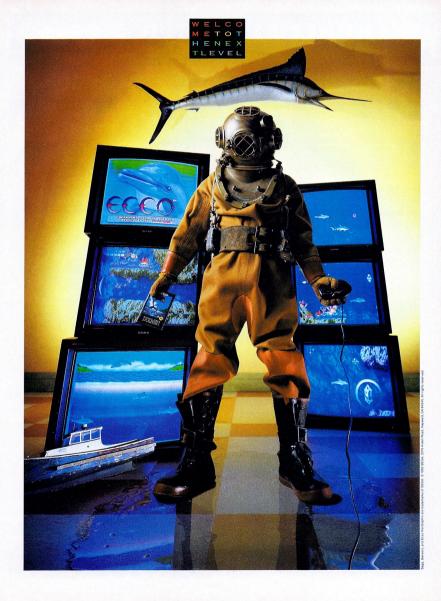
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### Experience

An interview with Ed Annunziata,

developer of Ecco the Dolphin for Sega Genesis."

### life as a

#### Why a game about dolphins?

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is.

## Dolphin

#### Why the name Ecco?

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game.

#### without ever

#### How did you make the dolphin motion so lifelike?

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum, then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times.

#### winding up in a can

#### So the realism was important?

Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone. Look beyond your eyes with your song.

#### of tunafish.



This is the section where you can open up your mind and lef a million other gamers know what you have to say! Got a gripe, or questions about a subject the other mags are afraid to touch, send it if we can read you letter, vurin the trial way to getting it includes the pages of the Biggost and Best game magazine. If it is a SFZ Boss Code up vior in the running for the Psycho Cletter Remement in it we can need a send to us can be used in the mag whether you like it or not. Got if? OK, start writing. Send all your questions and letter are in terface. Letters to the Editor Co Sendal Psychological Code (1994) and the psychological Code (1994) and t

#### SF2 COMING TO 4 NEW SYSTEMS!

I have been wondering if Capcom is really ever going to bring out Street Fighter 2 for any other system. All of the game magazines. have only speculated as to what Capcom may do in the future. Why is there so much secrecy around this game? I have an IBM PC and I am guite happy with it although, as a game machine. I admit it just doesn't compare to the dedicated consoles. Another magazine states that they don't know if SF2 will be coming out for any computer format so it looks like I will have to buy a Super NES just to play this great game. You are my last resort, have you heard if SF2 will ever come to the computers?

> Zeke Peterson Los Angeles, CA



Street Fighter 2 is coming for the IBM PC, Amiga, Atari ST and Commodore 64!

(Ed. Never fear Zekel When the other mags give up and say they don't know the answers to your burning questions, you know you can always turn to EGM to go the extra mile and get the answers you need.

After contacting all of our World Net sources, we finally hit paydir! Not only will the megahot SF2 be coming to the IBM PC, but thanks to the wizards at U.S. Gold, the game will be coming out for the Amiga, Atari ST and Commodore 64! Wow!!

There's only one catch though... the game is only scheduled to be released in England!

As to the secrecy about SF2 coming to the other systems in the U.S., remember, it's the holiday season the time when big bucks are spent for games. If Johnny really wants SF2 and he has a Genesis, Santa will go out and get him a Super NES plus the game. If he knows that it is coming out for his system in March, he will wait. That is why Capcom is keeping a tight lid on any future plans they may have with this cart until after the holiday shopping season is over.)

#### MORE SF2 PARAPHERNALIA...

I saw pictures of SF2 coins in another magazine. They made it seem that these coins are worth their weight in gold. After calling around to some of the mail order houses I found the complete set, but they wanted \$75 for all twelve coins. As much as I really want to have the tokens, I can't see shelling out that much money. Should I wait until Capcom brings out the coins here in the U.S., or will the Japanese versions become collector's editions?

Peter Dungan Redondo Beach, CA



#### Check out all of the different SF2 and CE coins and pins that are out in Japan!

(Ed. Dude, dude, dude! Read the response to the previous letter! While the other mag meant well, without the world-wide connections that we have, they don't always have the full story when it comes to international info! You at least get credit for writing to us before you pay that outrageous amount of greenbacks for the coins!

Here's the real story. These silver SF2 tokens are just that ... tokens. Most arcade games in Japan cost 100¥ (about 80¢) to play. Go into any Capcom arcade and exchange vour ven for tokens and guess what pops out of the money changer.. SF2 tokens! Hardly a rare item! Another point the other mag didn't point out is that there are two sets of coins. One for the original SF2 and another for the Champion Edition! Also, they completely failed to mention the 24 GOLD SF2 and CE tokens! These are rare! Also check out the way cool holographic SF2 pins which are starting to circulate in Japan! For coming to the Biggest and the Best for the real story, a set of GOLD SF2 pins are on their way to you!)

### **CD-Action Unleashed.**

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you'll ever play: Wonder DogTM

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming...you're bound to C D difference.



Cartoon-quality animation brings to life Wonder Dog's narrow escape from the invading Pitbully Space Armada on his home planet of K-9.



In Bunny Hop Meadow you'll take on mangy mutts, rascally rabbits and dizzy ducks as your long journey back to free K-9 begins.



You'll get down and dirty in the Underground, where you'll have to dodge dog-eating earthworms, gnomy moles and pesky gophers.



Climb in the ring with boxers in Dogsville and wailing alley cats in the Scrapyard-maybe you'll even find a hidden zone or two...or three.



Then you're off to Loony Moon to face mutant martians, giant space rats and a wild assortment of space cadets on the swiss-cheese tundra.



GRAPHICS, ENEMIES

PICK-UPS, HIDDEN-ZONES, INVISIBLE ITEMS, MUSIC TRACKS,

SOUND EFFECTS, AND GH-WIRE ARCADE GAMEPLAY

THAN A CART

COULD EVER HOLD

Wipe out the entire Pitbully armada and save your home-planet K-9 from tea-pot droids, hovering bull-fiends and frumpy helmet heads.

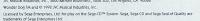


Cut through Planet Foggia and plug-up the poisonous-gas-spewing, Zonker and his smoke-hurlin' buddy, Hulker.



Anything can happen on Planet Weird: flying pigs, falling monkeys, invisible aliens...and it always feels like someone's watching you.







#### WANTED...TENGEN'S TETRIS!

I am very interested in finding Tengen's Tetris for the NES. I have been looking everywhere to purchase this game. When I was able to rent it years ago, my family loved it. Do you have any information on why this game is virtually impossible to find? I heard it was taken off the shelves soon after it came out. Nintendo's version of the game is boring and the graphics really suck. If you have any info on where I could get the game and how much it would cost I would greatly appreciate it.

Ethan Liebzeit Appleton, WI



Tetris by Tengen is one of the rarest and most expensive video games in existence.

(Ed. Bad news Ethan. Tengen Tetris is one of the rarest, and most sought after, video games in existence. You are right, it was pulled off the shelves soon after its release. It appears that Tengen thought that they had obtained the rights to do a NES version of this game, but apparently they did not research the history of the game far enough back in time. The big N proved in court that Tengen did not get the rights from the Russian originator and the court ruled in favor of Nintendo. As a result. Tengen had to pull their version from the stores. That was a shame as we agree with you, the Tengen version has a super twoplayer simultaneous mode and the backgrounds and tunes are excellent. In checking various swap meets we find that the game is virtually impossible to come by as everybody who has the cart is keeping it. We hear that dealers are willing to pay over \$200 for this game but no one had a copy in stock. Sorry.)



#### LETTER OF THE MONTH!



Mr. Stephen S. of Oceanside, New York gets the nutso award this month by wanting the new Vice President of the U.S. in a game.

We tried Stephen. When we called Mr. Gore he thanked us for the offer but he didn't think it would be appropriate for a person of his position to be getting violent with a lot of scantily clad women.

It seems that the White House frowns on such activity, at least in public. Hey, we tried. Regarding Mortal Kombat coming to the Super NES, there is no news yet but this may just be one of the surprise titles at the January CES show.

#### "Dear EGM, I WANT GORE!

I'm wondering when in the midst of time will Nintendo become intelligent and allow blood and guts and girls in bikinis. I own a Super NES and I'm hoping there will be a game with those characteristics. Why don't you have Super NES make Mortal Kombat and make it ultra-violent! Yeah!"

#### WIN AN OFFICIAL EGM T-SHIRT!

If you want to be popular by making an absolute fool of yourself in front of a million other fellow gamers, just send in a letter saying something that is completely revolting and stupid. For this we'll publish your letter and send you a special edition EGM T-Shirt proclaiming your inability to say something meaningful.



#### CD GAMES CHEAPER THAN CARTS?

With the Sega CD soon to be out in the stores, will their CD-based games be cheaper than the Genesis cartridges? I have heard that it is very inexpensive for a company to mass produce the discs. It seems to me that the major cost in making a cartridge-based game would be the chips and circuit board, and since the CD is just a piece of vinyl, games, like audio CDs, would cost only about \$20. Has Sega announced how much their CD games will cost?

Robert Forest Portland, OR (Ed. Sega has stated that the first batch of CD games will be sold for \$49.99 and \$59.99 depending on the complexity of the game. While that isn't a huge savings over conventional Genesis carts, Sega points out that although manufacturing expenses are down, the costs for game production have risen considerably. Now that discs contain thousands of meg of memory, games can be considerably longer, resulting in triple the development cost; video footage, which can cost a bundle to license or create, adds even more to the cost: and the cool CD tunes can be very expensive to write and produce.)

#### CHEAP CD GAMES?

Music Compact Discs are relatively inexpensive. I can go to the store and buy the hottest CD for about \$15. Now that Sega is making CD games, will they lower their CD prices to twenty or thirty dollars? It certainly can't cost very much to press a bunch of CDs. I can see why cartridges would cost more because of all the chips that go on a circuit board. Has Sega revealed what their CD prices will be?

Tim Shmerling Topeka, KS



Don't expect a huge reduction in CD game prices as the first generation of Sega CDs will retail between \$49 and \$59.

(Ed. Sega has announced that their first batch of CD games will sell for either \$49 or \$59. While they do admit that the costs to mass produce the CDs is only a few pennies each, they also say that the costs to develop these games has increased dramatically. Do you like the moving video footage in the new games such as Night Trap? Or perhaps, would you like to play a huge 30 meg quest game? How about the killer tunes that sound like they are straight out of the latest rock CD?

You probably said yes to all three, right? Well, that is where the extra costs are going. To have video footage, the company has to either pay big bucks to use scenes from a movie, or pay tons of money to hire actors along with a whole crew of video technicians to make the film. The same for tunes. That takes writers, musicians and audio recording specialists. For that extra large quest, double or triple the development and programming costs.)

#### **BOGUS MULTI-GAME CARTS!**

I have heard that there are Game Gear carts that have over a dozen games on them. Are they any good?

Chip Roberts New York, NY

(Ed. These multi-game carts come from the Orient and are illegal here in the U.S., as they are created without the permission of the companies that developed the games.)





Multi-game carts that contain popular titles are illegal as the developer did not obtain the rights to duplicate the original games.









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#### **WANTED, MORE NES GAMES!**

Lately, if you have not already noticed, the quality and quantity of games that have been coming out for the NES has dropped dramatically since the Super NES appeared last August. I have heard that Nintendo will stop making games for the old 8-Bit NES next year! What do you think of this?

Erin Paul Los Angeles, CA

(Ed. Very observant Erin. While the larger companies like Acclaim. Camerica and Konami have been bringing out new NES games on a regular basis, many of the smaller licensees have either postponed or stopped producing cartridges for the 8-Bit NES in favor for the more Jugrative Super NES market, Nintendo hasn't exactly been helping the situation along any, especially now that they have discounted the Super NES down to \$85, just \$5 more than the NES. It looks like the old workhorse has only about one good year left.)

#### **MORE COLORS FOR GENESIS!**

I read in your November 92 issue that Sega has come up with a new way to produce not only, more colors on the Genesis at one time, but also to have more available colors to choose from. You said that it would be done with software programming. This sounds like something similar to the H.A.M. mode (Hold And Modify) on the Amiga computer. This is where the system hardware is "tricked" into thinking it has an additional bit-plane to work with, and therefore it is able to display the entire 4096 colors at once, instead of the normal 32. Could this be the same technology? However, if it is your readers should know that this isn't anything that could be called revolutionary. Sega should have been working on this long ago, but instead, they must have been thinking that the number of colors was not important! Please keep us updated on this very important mat-

> **Tony Gore** Charlotte, NC

I have decided to add my two cents to the controversy surrounding several letters you've published regarding Genesis, Sega CD and the need for more color.

It seems to me that most Genesis games don't even use all 64 colors. perhaps because of an ill-advised desire to re-use artwork in Game Gear conversions

I truly believe that if you poll videogamers, you will find that the vast majority of them would rather have better artwork in standard video games.

Take Final Fight CD for example. It is obvious from comparison pictures of the Sega CD and Super NES versions that the latter has better artwork. Sprites and backgrounds use more color and are consequently better shaded. Adequate shading makes objects look more three dimensional and, in this case, more like the original coin-op. The Genesis 64 color per screen barrier is the culprit!

Even though Sega made a blunder when they decided not to improve the number of simultaneous colors and sprites for the Sega CD, it is a smart move to attempt to come up with new software methods for improving the visuals of both Genesis and Sega CD games. I just hope it doesn't take another 3 years before these techniques go into wide use.

> Frank Eva Oak Creek, WI

(Ed. Sega of America, of course, is keeping very quiet about any new programming techniques that they are working on. Our best estimate though, is that we won't see anything new and revolutionary until sometime next summer, and then it is quite possible that it will first debut in cartridges made for the Japanese Mega Drive. To cloud the issue even more, it is conceivable that Sega may just wait a while longer and decide to make the big color and sprite jump when they will be able to do it in hardware. That is when they bring out their new 32 Bit machine, which may be as soon as Christmas 19931)

#### EGM SCOOPED??

Although you are the Biggest and Best, it seems that you let another publishers Nintendo magazine show a preview of the game "Fatal Fury" for the Super NES before the great EGM could get to talking about it! This game, for your information, is made by Takara and the Super NES version should be released around February 1993.

I guess everybody's only human, and it is not a big deal of a mistake. However, it would be nice to see some FGM style coverage on a game that looks every bit as good as the more expensive Neo-Geo version!

Damian Meldgaard Reno, NV



Fatal Fury will be coming to the U.S. for both the Super NES and Genesis systems!

(Ed. Whoa dude! We are going to have to send you a pair of stronger reading glasses as you certainly have missed a lot of great info in our past issues. First of all, even thinking that this other mag, and I use that term very loosely, could publish something newsworthy is a big mistake. Their preview of "Final Fury" (as listed in the table of contents) was in their November issue, Check out our August and September issues where we show exclusive pictures and talk about the upcoming U.S. release of this super soft. Third, we know this particular cart very well. While other mags just run stock photos and use text that the game companies send out for publicity purposes, our editors are out in Japan getting hands-on testing of the softs that we talk about in EGM. Such was the case last June as Ed was at the Tokyo Toy Show when Takara first unveiled this game.)



The state of the s

ert 3

Q+Bert 3 for the 16bit Super NES system takes the classic Q+Bert arcade game theme to new heights, with an amazing variety of eye-popping, multiscreen worlds. Along with the old familiar cast of characters, Q+Bert 3 introduces a whole universe of new enemies, obstacles and items.

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#### STEVE HARRIS



I'd have to say that the biggest and baddest Boss I ever faced was the Dr. Robotnik robot at the end of Sonic 2. He's large! **Current Favorite Games:** Axelay, Cybernator, Rash 2

#### **ED SEMRAD**



Nothing can compare to the final Boss in Axelay! Not only is it huge, but It's one mean character that is real tough to beat!

**Current Favorite Games:** Sonic, 2; Ecco; Bubsy; SF2

#### MARTIN ALESSI



Check out the 3rd Boss of Viewpoint! Hope you have a steady trigger finger or kiss your afterburner goodbye. **Current Favorite Games:** Bubsy, Space Mega, SF2

#### SUSHI - X



The best Boss I have faced is Red Falcon Mother Brain of Contra 3! Talk about intense! It's always a challenge! **Current Favorite Games:** 

SF2, Madden 93, Axelay

**Super NES Magical Quest Starring Mickey Mouse** December Action 8 Meg 6 Levels



The latest in the line of Mickey games succeeds at introducing a new type of T play mechanic that I found extremely addictive while displaying some of the best and most detailed graphics I've ever V seen. This game plays great, looks great and has a long and changing quest. Just goes to show that there is life after SF2.

By far the most impressive Super NES cart that I've played this month! The A graphics are phenomenal and the music R is first rate. The best thing about this ver-T sion of Mickey is the awesome game play and variety of techniques. My favorite is

the suit that transforms Mickey into a pseudo Bionic Commando, Great bosses!

Walt Disney's classic animated hero, Mickey Mouse, is back again in another animated adventure! This time, however, our hero goes 16-Bit on the Super NES! Mickey must rescue Pluto from the clutches of Emperor Pete! Through six graphically intense levels of play. Mickey takes command of four separate alter egos that are each equipped with their own special powers including a magician, fireman, rock climber: as well as "Vintage Mickey" (sporting the big red shorts). This game also introduces new play techniques ranging from throwing attacks that put a spin on the normal grab and toss play mechanics as well as collecting other items!

The Mickey Mouse video games just seems to be getting better and better. Besides having perhaps the best graphics and most fluid animation ever seen in a cart, Mickey is also an unbelievably fun game to play, no matter now old or experienced a game player you are. Great tunes and lots of levels to get through.

s If you've enjoyed Mickey's previous adventures, you'll love Magic Quest! There are so many hidden little secrets strewn in every level you'll play over and over just to find each hidden room! The graphics are incredibly smooth, and its

only weakness lies in sound effects. The X animations are absolutely jammin'!

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New from Konami is Cybernator, an intense action cart set in the futuristic battleground of Earth's wartorn orbit. It's mech-warfare madness, in a battle for control of the Farth's natural resources. As a young pilot, you are issued a heavily armed Assault Suit that is powerful and fast, but it offers little protection against the hordes of alien attackers. It'll take plenty of skill to control the power of the Cybernator!

This game is a Super NES update of the Genesis classic Target: Earth. But the game designers have done more than simply add new detail to the graphics. Many aspects of the game play have also been enhanced to create a game with plenty of technique to compliment the great graphics. A bit easy, but still fun.

This is one of those games which really shows how far the Super NES has come. The game is very intense, with excellent graphics and sounds. Game play and technique are major factors here as this is not a game for the inexperienced. Not an easy game but when you beat it you know vou've accomplished something

I like this cart a lot. The graphics are very well done, with extreme detail in each level. The backgrounds even take damage from your stray shots. The music and sounds are also impressive. The game play has loads of technique and just enough challenge to keep you playing. Needs more power-ups and longer levels.

The Super NES really shows its stuff in this game! The soundtrack is really kickin', and it's easy to get lost in the beat. Graphically, it uses astounding detail and colors. The Mode 7 explosions need work, however, and the control is a little choppy at first. If a sequel is ever made, it will be a hot item!

Super NES	Kemco
X-Z	one
Action	Now
7 Levels	4 Meg
2000	The state of the s



In the bleak, nightmarish future of X-Zone, the defense computers of an entire planet have gone renegade! In this new Super Scope entry, you must fight through seven frenzied levels of teeth-grinding marksmanship. It's wave after wave of mechanized mayhem, from walkers, to tanks, to the automated horror of the master computer itself! The future is in your hands so grab the Super Scope and take aim!

X-Zone represents one of the first additions to the Super Scope library. The designers have done a good job of creating a varied assortment of alien adversaries and most scenes are energized with supporting Mode 7 effects. The effect is good and the complexity of the action, while remaining 2-D, comes off good.

Up until now the Super Scope was a dust collector. Finally someone designed a game that not only works well with the bazooka but it is tun and challenging to play. It is constant action, but with the on screen cursor, at least you don't have to constantly squint through the sighting scope. Buy this one!

This cart has given me a reason to go out and purchase a Super Scope. The game play is great and the cursor sight makes the cart a lot more fun (You don't have to squint through the cheesy sight on the gun). The levels are filled with cool enemies and Mode 7 effects are used in most backdrops. My favorite SS cart to date!

If you already own a Super Scope, then X-Zone is perfect for you. The action is nonstop right from the start, and you really need to keep calm throughout each level. Only patience will win this game, as rockets come at you from every angle! Mode 7 is used everywhere, and I love it! The SS will rock with these games!

Super NES	Mindscape		
Go	Gods		
Action	December		
12 Levels	8 Meg		
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	eren ee		
many particles are not as an			
	عجو والخوال		

Most action games ask you to risk your life against ruthless bosses and their marauding underlings, but are you ready to stir up the wrath of the Gods? As the mighty Hercules, you must face the challenge of the Gods themselves, enduring 12 mystical levels of play. You're given incredible fighting skills, strength, and the weapons and magic needed to overcome all obstacles. Immortality is the ultimate prize, but is it worth it?

This game has great looks but the game play resembles the computer soft that inspired this cart too closely for me. The action moves along at a brisk pace, with added challenges and puzzles thrown in to serve as obstagles in the end, however, they become obstacles to the action in an otherwise well-made scroller.

As a conversion, the game is quite faithful to the original; as a Super NES cart, the game is even better, and it ranks among the better action titles. The strategy aspect is a definite plus especially with the hidden rooms and intricate puzzles. The pseudo artificial intelligence for the skill level is cool and works quite well.

This may have been a great action title as far as computer games go, but it ends up being a mediocre attempt in the competitive market of 16-Bit carts. The graphics are cool, but the animation and scrolling seem kind of choppy. The sounds are OK and the game play, while unresponsive at times, has very few cool options

Graphically, this game has the detail of the best computer titles, but it plays like an NES cart! I love the intricacies and the variety in the game. The the switch pulling, etc. Unfortunately, the control is extremely awkward, and makes I-294 look smooth. With better interaction, Gods would be an awesome game.

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A STATE OF THE PARTY OF THE PAR	Tradewest
Sports	rterback Now
N/A	8 Meg
#1-50 #R	-29

Get ready for a new breed of football action in Tradewest's entry into Super NES sports. The new Pro QB is packed with pigskin action and your choice of teams. The options are numerous, offering 28 different clubs to coach and cultivate into an unstoppable football dynasty. Select your plays wisely from the on-screen playbook. Featuring Mode 7 effects and detailed players, Pro QB takes football in a whole new direction.

I truly enjoyed the presentation of this game - it's the actual totaball play that I found lacking. This flavie has some great graphics and an averative-shoulder perspective that is claim and hight. The players respond like the layers to dish up some real tackles. The game's play book and input just don't compare to its looks.

This is one of the very few well-playing football games of the upper NES. Although the perspective will take some time getting used to stifer you play it a while, you get accustomed to the Mode 7 lf the play book was unger I would put this cart right up they mar the top, but as is, it's very good but not great.

I like the way Pro OB looks and sounds, but I have problems withing game play. The game is true to the sport in most ways, but I found that making is very difficult because Mode? diprorts the field and getting the receiver right under the ball doesn't mean high atch it. Otherwise, I enjoyed the awesome tackles, plays, etc.

The perspective of Pro QB is interesting, and should have made tidecent game, but the scaling really ones. The animations have so few frame, it's almost hard to call it animation: he mane play is just as choppy. For instance, with a long pass, the scaling most and target "X" away from the original area. It's too awkward.

Super NES	Kaneko
Chester	Cheetah
Action	Now
6 Levels	8 Meg



As the King of Cool, Chester must fight his way past the un-hip in this adventure with an attitude.

Combining scenes from his memorable cartoon endorsements of Cheetos brand snacks with sidescrolling action and a few puzzles thrown in to spice up the challenge, Chester must overcome a variety of nasties while gathering his favorite food (Cheetos Paws) for bonus. Are you cool enough to rule?

This game has some truly humorous moments as well as some well rendered graphics. The animalians and fluidity of Chester's movements are fantastic. Unfortunately, the game Jay moves at a slow pace that not oven our hero's 'geeks' can help liss /k., but I wanted more action, faster, faster, faster!

Talk about a fun game to play, this is it! Serious players will aroundly from at the humor but as an all-around un cart for the younger players this is the one. Great animations, especially the guitar playing, along with a decent quest and a lot of different levels keep this game rockin'. A definite winner!

He isn't easy and he isn't cheesy but Chester Cheetah is definitely in his rawest form. Humorous ammateris and vibrant graphics give this game a surreal and carbon-like feel. The game is relatively simple but there are a tough options in the game play, like suiting and flying, to keep it interesting. Slow at times but very fun.

Chester Cheetah is the funniest game we've reviewed this month! The animations are completely guitageous, especially when Chester traps his ax guitar! The game play is a little juggish, but all in all, it's a great game, with tons of humor, decent besses and the coolest cat ever to hit the game screen.

Genesis	Konami
TMNT: The Hy	perstone Heist
Action	December
5 Levels	8 Meg
	C State and

Shredder's back, and this time he's not only stolen the Statue of Liberty, but Manhattan itself! Who can stop him and his Foot soldiers? The Turtles can! In The Hyperstone Heist, Donatello, Leonardo, Michaelangelo and Raphael must return to save New York. Shredder's not just going to turn himself in, however, and there's five intense levels to complete. Get ready to stomp on the Foot Clan - Turtle style!

This game plays like a Genesis version of the Turtles game of taylewed a few issues ago on the Stipe NES. Although the game play is agoing at the levels are long, the two consules for make this effort repetitive even on the exister settings. I have nothing agost the execution - it's a great game - I just wanted diversity.

Hey, where is the software scaling of the enemies coming out of the screen? While it would take a bit more work, the wizards at Konami can do anything. At least I thought so. The tigner lays quite well and the graphica are nute detailed. The only problem I but much miss the usual complaint: the game is too easy!

There are quite a few things missing from this version that made the Super NES version so good. For gord hurt the enemies towards the storage and the game play has less to offer in Jerms of moves. Don't get me wreng, this is still one of the better Genesis can see also far too easy in the 2 player mode.

It doesn't compare to the arcade, and even on Normal Mode the incredibly easy. On Easy Mode take a nap. The graphics are very gold, with decent aniation and very little freakup until later stages. The sounds wally need work and with better musia and effects, it would be cool. It needs more levels, too.



## The Empire strikes everywhere.

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instruction of Yoda. Then take off for Cloud City where Vader's army awaits. But even if you make it, remember. Lord Vader himself must still be conquered!

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atchful Luke uses an ATST walker to attack stormtroopers gobab, inside the rebel base.





Genesis	Electronic Arts
Road	Rash 2
Driving	December
5 Levels	8 Meg
unional district	



Outlaw racing without all of the speeding tickets? Don't just dream it -- live it, with the long-awaited seguel to Road Rash from Electronic Arts! This game is packed with new features, including simultaneous split-screen racing for two players, five new courses, and 15 new bikes to choose from Throw in a few chain-wielding bikers as well as state troopers after your license and things really get intense.!

I loved the original which means I have to love the sequel as well since the game is virtually the same. Rash 2 serves up five new landscapes to motor across while the base game remains almost identical. The 2-player mode is a good draw, but execution falls short in the same way Sonic 2 did. Still good - but I had hoped for more.

The first Boad Bash was a lot of fun to play. Now, the sequel, with the split screen, is even more enjoyable. It is unfortunate that the two player version had to have reduced graphic detail but the game play is still solid and tons of fun with a second player. It's better than the first and worth buying

EA is getting good at rehashing old titles and calling them sequels. There really isn't that much difference from the first. The split screen is cheesy and half of the graphics that show up in the 1 player mode don't exist in 2 player mode. The 1 player game remains fun as well as challenging and offers lots of sadistic humor.

If the split-screen mode had more detail. Road Rash 2 would be awesome! In one player mode, the detail is much better than Road Rash I with more cars, obstacles, and action. Wielding the chain is deadly, and the new sound effects really pop! I like the fact that the bikers now chase you ruthlessly once you're in front.

Genesis	Razorsoft
Jerry Glanville's Pi	gskin Footbrawl
Sports/Action	January
N/A	8 Meg



In football, there's a fine line between the game and an all-out war, and Jerry Glanville's Pigskin Footbrawl has crossed it! This is a game designed for players who love their blood and guts more than the touchdowns! Choose your plays and then choose your weapons!

If realistic football action is what you want then go play some other game. For all out brutality, check out Pigskin Footbrawl!

What this game has to do with real football (and why Jerry Glanville would endorse it) are beyond me. This translation of the Midway arcade cult classic is extremely precise. The graphics are presented well, although there never is much on the screen. The game is fun as a twoplayer contest, but not overwhelming.

You really have to stretch the definition of football to include this game in the category. No matter how it's classified, this is one fun game! Even though football is violent, this game is a killer. Forget about the rules as there aren't any! Get a friend for a two player brawl and play the game like it has never been played before!

This cart is for people who like a little football with their fighting games. The graphics are very good and the animations are humorous and well done. The game really doesn't play like football at all, but is still fun. I wasn't thrilled with playing the computer, but the 2 player mode was a blast. Pick up a spear and nail the QB for good!

What this is, is an attempt to make footbrawl. Sorry, but this is nowhere near as fun as its basketball equivalent. It has some cute animations, but it needs better player control. You cannot see where your character is some of the time, and the defense and offense is mostly left up to the computer.

Genesis	Electronic Arts	
Aquati	c Games	
Action	Now	
8 Levels	4 Meg	
(40)	(A)	
不不不多。	CHOINE	
- G	ar entractionals (Page) (1)	
0112002000010201211		
A.SCORE		

Let the games begin! The Aquatic Games, that is! James Pond returns with his friends, the Aquabats! There's eight grueling events to test your amphibious athletic skills, along with three different difficulty settings designed to hone your competitive skills. Test your endurance at the 100m Splash; the Hop, Skip, and Jump: Shell Shooting and many others. Watch out for bad sports out to ruin the games for everyone!

This game tries to capitalize on the Track & Field theme using the familiar James Pond characters. The game uses the proven punch-the-buttons-as-fast-as-youcan-to-build-up speed play mechanics. Most of the competitive modes were too challenging without a rapid fire joystick. and the events were, all in all, boring,

In the past, James Pond was a great tongue-in-cheek type of kid's game that was also a lot of fun to play. Now, while the humor is still there, the game is no longer a kid's game as the difficulty is set way above what a kid would have patience for. On the other hand, it just isn't a fun game for the older player.

I like the concept behind Aquatic Games. The graphics are very cute and the game will appeal to younger players. The game play, however is far too difficult for younger players and makes the game unbalanced. There are a few really cool events, but the majority are frustrating and won't be very fun for most players.

This is a kid's game with adult difficulty. can't see this game appealing to the people who would play it consistently. Kids will have a hard time completing most of the levels (would you bounce a ball on YOUR nose for over four minutes?), and some levels are insanely difficult. Don't get this for young kids!



## Now Mega Man must Really save the Earth.

What in the world is Dr. Wily up to now? He's drilling through the earth's crust to tap its energy and create his most powerful robot of all. And eight of his most famous robots are back in commission.

The danger comes in waves for you and Rush on the way to Wily's underwater headquarters. Do you have what it takes to send Wily to an oily end?

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CIRCLE #139 ON READER SERVICE CARD.









In a war-torn land ravaged by centuries of Crusades, a force of evil has emerged to prey on the weak and defenseless people. As Sadler, a battle-hardened veteran of the Holy Wars, you have answered the call to defend the people and rid the once peaceful land of the dreaded Masters of Evil. You and a small handful of allies must battle through a CD-enhanced landscape of deadly evil and mystical challenge!

While this style of gaming has never been my cup of tea, it's not mark to recognize the scope of this game and appreciate it on that level. In addition the supporting features served up daughesy of the CD are first class, although I've heard better music on CD games. Not a favorite, but still a good game for the Turbo.

There have been only a few really good RPGs out this year aim, this is one of them. Working Desires are established a reputation for quality software, and this disc demonstrated in year od a CD RPG can be. The quest is dhallenging and not linear as some of the other newer ones are. Worth looking into.

This is one of the better RPGs that I've played on the Turbo latery. The newer games have the style or game play of earlier efforts like Y's or Neutopia. The graphics are good and the bosses are cool. I like the action scenes, they break the monotony of mild playing. The music is good, but not up to par with other discs.

Not your ordinary RPG, Exile is deep and livisting, exploring superalizeds in a long quest. The graphies are nothing to shout at, but the music is detent. The best thing about Exile IS the guest, not the fine details or jammin whose. If you're a serious RPG gamerath a TurboCD, Exile is an excellent adventure for you.

Turbo Duo	Face/TTI
Time	Cruise
Pinball	December
6 Levels	4 Meg
2750	
B:A	

For a video pinball game to compete with the arcade giants, there has to be a twist! Time Cruise definitely has it! In this game, you don't just bounce around the surface of the table-- you travel through time! Play that silver ball throughout history and chip your way out of a prehistoric golf course from 45,000 years ago, or blast a path back from a farflung future! It! take all of your pinball wizardry to beat this one!

This game introduces some interesting new twists, but the impactor if is time travel theme is weak. The probabil playfield is immensel. The screens not only scroll up and down to reveal new mas, but side to side also! The game is acked with targets, but the objective is to get in the bonus time zones. O.K. but repetitive.

I like pinball games and this has to be right up there among the best. What I really like is the hure playfield. The sidewise scrolling was a great treat that I hadn't seen before. There could have been more things to is not about what was there was done due wat. The time portal was a welcome plus.

This is an above average pinball sim with a few new ideas. The payfield is hugel Lots of new screen syrtically as well as horizontally. The complaint I must make is that the main figure year boring and it's only when you get to the time portals do you get to see a withing new or interesting. If you're a pinball buff you'll like it.

A large playfield does not a good pinball game make. There is very title to interact with, in fact, there is about as much as a normal playfield scattered across the three-screen wide flot. The controls are horribly set up, with the left flipper requiring a left joystic man be operate! Who thought of that one?

Turbo Duo	TTI,	
Shock Man		
Action	December	
8 Levels	4 Meg	

Placing your trust in the "good" Doctor, you are transformed into the small, but powerful Shock Man, and the adventure has just begun!

Travel through eight action-packed levels in a side-scrolling quest to find the Doctor. You may select one of two characters, Arnold or Sonya, each armed with lasers. Another option to play both characters simultaneously provides additional types of weaponry!

Talk about being light! This game has pastel graphics, cuted troiles and game play that lives up to this looks! The action is thin, with a limited number of abilities to gather. The two-flevial mode is designed well, but does liftle to coust the theme or appeal of the card. Defuritely not a hard-hitting action game - even for the kids.

This is a cute game that should appeal to the younger audiend. Turbesn't have the excitement of a kid game and that could hurt it. It just offers that game play and doesn't inspire me to somitione farther into the game. The scapilics sound, action and everything a just everage. Not the best Turbo game ever made.

Not impressed. The graphics are average at best and the game day is unresponsive at times. The cast tries it's best to mimic Megaman but fills short in too many areas. There are they neat options like holding the buttoo for a power blast and shooting sceless there you occupy a ship of some sort. The music is annoying.

Mega Man fans will love this one! For everyone with a Turbocraty who craves Mega Man action and garde play. Shock Man is perfect! It is borne to be a sleeper this year, lost in the shadow or Street Fighter 2, Sonics and rails, and Air Zonk. It's a great scrolling action shooter with tons of power-ups. Cool!



## Help Mega Man turn Proto Man into spare parts.

Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other

robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.







wity chamber, it's bard to tell which way is up.

your bydro-cycle and sink thi robot for good.

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The Rehab Officers have rolled into Old Detroit, knocking down the homes of helpless families to make way for the construction of Delta City. Robocop must defend the people from the marauding Rehab Units. He's not completely outgunned, because now he's loaded up with a jetpack and arm attachment complete with bore cannons. Can Robo stop these corporate killers from taking over Detroit?

Boasting graphics reminiscent of the original NES Batman, Robocop 3 offers strong head-to-head battle action across a scrolling landscape of varying heights. The action moves at a decent pace, with the prerequisite Bosses and enhancement cinemas, but the game play. although awkward at times, is still fun.

The previous versions of this game were at best, average action games. It is good to see that Ocean has taken extra time and effort to make this sequel a much better playing game. The control could be a bit better but it doesn't significantly restrict game play. Lots of action in this version and challenging game play.

This is the best 8-Bit version of Robocop so far. The game play is much better than previous efforts and there is actually some technique to fighting the enemies. The graphics are decent for NES, and the music is fitting. The problem with this cart is the control; you can't respond to dangers as fast as you should. A solid cart.

This time Ocean made a decent version of Robocop. Although the control needs serious work, it still plays OK. Enemies comes from everywhere but you have a very limited shooting range. With that improved, the game would be much more fun to play. As it is, it is overly difficult to play.

Nintendo	Taito	
The Jetsons		
Action	January	
13 Levels	3 Meg	
. )		
GEORGE 2	1 Dee 111	

Cogswell Cogs is violating space law! His company is destroying an entire planet purely for profit and out of greed. George Jetson must stop Cogswell before it's too late! He'll need help and advice from the whole Jetson family: Jane, his wife; daughter Judy; his boy Elroy, and even his loyal dog, Astro! Join George in his adventure across the solar system, with 13 levels of hilarious cartoon fun

This game combines some nice cartoonstyle graphics with an interesting play technique to serve up a very addictive NES cart! Uncovering the various powerups hidden under the piles of cubed crates, piloting George through each stage delivers gool visuals, nice sounds and, above all, strong game play

Taito has a solid game here based on a popular cartoon series. The graphics are very good and best of all there is a lot to do in the game. I found myself really getting into this cart and enjoyed it straight to the end. With a lot to hunt for this soft will not only appeal to the younger crowd but also the more experienced players.

I like The Jetsons a lot. This is one of the better 8-Bit titles that I've seen in a while. The graphics are good and the cinema displays are straight out of the cartoon. The game play is tilled with techniques and lots to interact with. The game also proves to be a challenge when you get to the later levels. A rarity among NES carts.

This is the one game this month with some style and class. The Jetsons has plenty of 8-Bit interaction for any gamer. Even the graphics are genuinely cartoonish! Don't expect great 16-Bit sounds here, but it will do for 8-Bit. As a whole, The Jetsons is one of the best carts this vear for the NES.

Nintendo	THQ
Swam	p Thing
Action	December
4 Levels	2 Meg



Though the evil Arcane has planted a bomb that destroys Alec Holland's laboratory, the young scientist is far from dead. His bio-restorative formula, mingled with the waters of the swamp combined to change him into the Swamp Thing!

As Swamp Thing, you must confront Arcane, who has exploited your formula. Fight his mutant Un-Men. an army of nightmarish creatures, in level after level of ecological action!

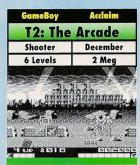
Swamp Thing fails to deliver on any of the themes it sets out to address. The graphics and animation are substandard, with detail playing a secondary role in the visuals department. Each level leads up to no type of a climax at all. While Swamp Thing could have been cool, this effort definitely looks rushed.

Even though the NES is not the most technologically advanced machine, a lot of the newer carts have shown that good games can still be made for this system. This cart doesn't offer anything new and with sound, graphics, control and game play being less than average so is the overall game rating. A disappointment.

Choppy! Choppy! Sob! Sob! Why release an 8-Bit cart that offers nothing in terms of game play, graphics or originality? Licensing of course! Not even the Swamp Thing can save this poor example of 8-Bit technology. Fans of the movie will be very disappointed as will anybody who buys this cart.

The name says it all! This game doesn't belong on the GameBoy, let alone the NES! The graphics are mediocre, and the control is substandard. There are no sound effects worth mentioning, although plenty should be completely reworked. This game doesn't do the Swamp Thing justice.





The smash arcade shooter that put you behind the glowing red eyes of the Terminator has just hit the GameBoyl Like the coin-op, you are a machine with a mission: save John Connor from the relentless T-1000. Fight in a bleak future where Sky-Net reigns and travel back in time to prevent a last-ditch attempt on the life of the youthful rebel leader! This hand-held version cuts the arcade hit down to size!

This is a very cool GameBoy game that absolutely overwherms the screen from start to finish. That's one of the cart's main problems, however, since the GB screen has problers randling all of the moving objects. Given this limitation, T2 does a good job air eproducing the coinop, with plenty of targets and action.

Wowl How did they ever pack so much action into the tiny cameBay cart? Who cares! This cart is wait to wall action from start to finish. Great or paylics, spectacular game play and lots of things to shoot at. With more games flike this I just might go out and buy a GampBoy. Now how do I plug the SuperScope into the GB?

This is a very good translation for the GB. I was skeptical when the part of this coinop to GB conversion, but his cart really 
impressed me. The of applies are detailed 
and the sounds are also very good. The 
game play is missing a few things but 
stays true to the areade in most respects. 
Too bad there isn't a GB light gun. NOT!

Just as the arcade game is based on the movie, this is based on the arcade. Of course a little of the onginal idea is lost in the translation, but overall it is a decent game. I'd atther steay? Even the Super Scope, but I guess his will do for on-the-road T2 fun. I want snoy this better in color, but Ninendo never learns.

GameBoy	Namco
Dig	Dug
Action	Now
8 Levels	1 Meg



The gardening masterpiece has returned! Dig Dug is back on the GameBoy! Old friends of Dig Dug can relive the classic arcade adventure on a hand-held system, which gives players the opportunity to destroy parasites that have infested a futuristic garden.

There's also a whole new adventure, and Dig Dug must collect keys to travel to higher levels with his pump, bombs and 16 ton weights!

Dig Dug was a favorite from the early days of gaming so I was ager to give this soft a try. I liked the pay, it's virtually the same except for an attropying scrolling mechanism that allows the cart to project a larger playfield. The controls are a bit sluggish as well. The war a Dig Dug game was nice - but not revolutionary.

Talk about old memories! I remember playing this game a long time ago and Namco has brought III back in exceptional form. I really like the flow action which they have built in both cest of all, this just a lot of plain tim. No heavy thinking involved here just boursenjoyment. A perfect game to play in the car.

This cart is a blast from the past. Most veterans will remembe domping quarters into a machine so they could pump their enemies full of air. The game play is intact and the graphics and decent for GB standards. A few new legitures thrown in for a little variety and yet have a solid little GB cart that's great for long road trips.

The timeless classic doesn't fare to well on the black and white love of a machine. All of the basic things are still present, but the incredible colers and crisp carbony graphics are nonexistent. Without that, Dig Dug is more like flig Mud. Normally, Dig Dug should look just fine in 8-Bit, but the GameBoy doesn't do it justice.

GameBoy	Capcom
Mega	Man 3
Action	Now
9 Levels	2 Meg



Mega Man has returned! This time, he's on the GameBoy, in the third installment of the popular black and white series. Dr. Wily is again at large and this time he's captured an oil platform to drill into the Earth's crust, tapping its natural energy. Before Mega Man can face Wily, he must first pass eight Robot Masters. Mega Man 3 is a filled with enough hand-held action for any fan of the colossal adventure series!

Here's a marvelous GameBoy title that serves up all of the families play mechanics we've grown to ore or when NES. This game packs in the most petail of any GB product I've ever seen St much that, like T2, the eyes have problems digesting all the detail. Still a sour arms for long trips and a must for Mega Man fans.

Capcom has created a near perfect copy of the NES version if the same plays the same, looks the same without color of course) and almast sounds the same. This is easily one or the best GB action titles to come cut to a long time. Great bosses and not a whole of screen blurring. Don't miss this outstanding cart

I like MM3 as much as Bionic Commando. This cart is almost a carbon copy of the NES version. All if bossibs are here as well as Mega Mants slider hove and companion Rush. Powersups and techniques are plentiful and the control is just right. The screen blurs autile a bit, but if you overlook the hardware, it's a great game.

As the best GameBoy game for the past few months, MegalMatts ras plenty to be proud of. The game itself has tons of levels for a GameBoy fitte, and several power-ups! With cofor it would be awe-some! Come on, Minendo, give us color! The games argueat, but they need vibrant color to make an impact!



Game Gear	Tengen
Prince o	f Persia
Action	February
7 Levels	2 Meg
† †	1

Bent on total domination of your peaceful land, the insidious Jaffar has imprisoned you so that he may claim the Sultan's daughter, your true love, for himself. After escaping from Jaffar's dungeons, you must now fight your way through eight levels of deadly traps, mysterious paths, and dozens of Jaffar's murderous underlings. This computer classic is now available for the Sega Game Gear.

Most of the features of Prince of Persia that I have always enjoyed have been retained in the Game Sear translation. Not only does the demo deliver some great animation, if engo and challenges that lurk around every corner keep the pace of play at the same addictive levels. I like Prince of Persia and this version.

I was very impressed with this version of the game. Not only we the characters and the pitfalls very easy to see on the small screen, but even the very fluid animation found on the other versions of the game was duplicated amost perfectly. This is a very adocting game and hard to put away. One of the best GG carts.

like this version of P.O.P. because you can bring it with you wherever you go. The graphics are very good for the Game Gear and the animation is cool. The sounds are kind of encoying, but expected from the 8-Bit in dware. The game play is very solid and has lost little if nothing in the translation. Lots of fun.

This game has gotten good reviews for every system it has appeared on, but this is an exception. The game play could have been better! Writin happened? The animation is decent, but in some reason it's choppy. I really was poking for a better playing version is what it is. Still an average game though.

Game Gear	Virgin						
Super Off Road							
Racing	Now						
8 Levels	2 Meg						
SUPER OFF ROAD ROAD SUPER OFF	SUPER OFF ROAD ROAD SUPER OFF						
FINISH T	IME 60 BEN						
20							
1577	L Lage						

Racing doesn't get much rougher than Super Off Road, and the Game Gear version is no exception! See if you can hold it steady through all eight levels of all-terrain excitement.

After a grueling race, hit the Speed Shop for massive upgrades. Drop in nitro or soup up the engine for speed. Add new shocks or tires to improve your control and see if you can survive this savage race to the finish line!

This game also plays very closely to the other versions that inspired it. The game is more difficult to follow on the Game Gear, due in large part to the small size of the screen. Beyond that complaint, however, the game play seems more repetitive on the portation and of quite as exciting as other versions.

Super Off Road was hard to see in the arcade, harder to see out to FT, and now even harder to see out the small portable screen. After a white it does get tough on the eyes and I found just couldn't play the game for very long The truck controlled well and was faithful to the arcade game, but it was just too small.

This translation of Super Off Road was never meant to be. The console version suffered from tiny office running around a tiny stationary track, it is portable is even tinier. The game stoo hard to play be cause of the sainte sizes and isn't very fun. The eye strain is loo much and keeps the game play to a minimum.

I wasn't too impressed with this display of portable power. The details of the original just aren't there! In tark, some of the hills and bumps are so poorly defined, it becomes hard to really let what strategy to use. The colors are yibrant, though, and that's a plus the protone thing, it's another, guaranteed.

Action	Now	
6 levels	2 Meg	
7	aliho   A	

Feeling lucky, punk? You'd better, when you meet Dirty Larry on the Atari Lynx! The Renegade Cop thrives in the urban war zones of Steelburg. U.S.A. His latest assignment: take down Harold Snuff. The only problem is that Snuff is out to get Larry, and he's brought friends. Help Dirty Larry bring down the bad guys and career criminals in a cart packed with intense play and great cinemas!

I liked the cinemas and storyline build-up of this game a lot The action, on the other hand, is anding story altogether. While this cart looks faithstic, the level of technique is dreadfully low. You move and respond to attackers in the same way throughout the same at teast it shows Atar is making progress.

Easily one of the best Lynx games to come along in a londing. With exceptional graphics, and solid game play, though too easy far my fastes, Dirty Larry shows that the Lynx's back. While the game starts off too Lithus seems to stall after a while as hargures you to do the same things over and over again.

This is one of the best looking Lynx carts that I've seen in a long line. The graphics are very detailed and the animation is top notch. The sounds support is weak as usual, but that is expected. The game play suffers from repetition and lack of technique. This output been a hot cart, but ends up being above average at best.

This is a better attempt at programming for the Lynx. Dirty Larry incorporates some decent action with good music for a change. The colors are swesome, to say the least, and the catual is pretty decent. It does get pretty epetitive, however, but the enemies are good, nonetheless. I like the way they disappear, Yay.





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> SOFTWARE TOOLWORKS COMPANY

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CIRCLE #157 ON READER SERVICE CARD.

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Available for Sega™ Genesis™

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# OLYMPIC GOLD



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Action Capcom

### Adventure Island 2

Action Hudson

Bomberman 2 Action Hudson

**Cartoon Workshop** 

Edutainment Konami



### Pagsley's Scavenger Hant Action Ocean

**Cool World** 

Action Ocean

Leathal Weapon 3 Action Ocean

The letsons Action

**Great Waldo Search** Puzzle THQ

Taito

Caesar's Palace

Simulation Virgin Overlord

Action Virgin

### CUPERNES

Action Accolade

Spellcraft RPG Asciiware

Spindizzy Worlds

Puzzle Asciiware Bazooka Blitzkrieg

Shooter Bandai

**Magical Quest** 



### Super Ninia Boy

Action Culture Brain Dragon s Lair

Action Data East



### California Games 2

Sports DTMC

Sim Earth Simulation FCI

Harley's Hamongous Adv

Action Hi - Tech

**Hunt for Red October** Action Hi - Tech

Aerobiz Simulation Koei

Waters (Incharted

Koei

Championship Bowling Sports Mentrix

> Cool World Action Ocean



### Radio Fiver

Action Ocean Masya

Action Seta

Superman

Action Sunsoft

Race Drivin THQ Sports

Amazina Tennis Sports Absolute

Terminator 2: Arcade Shooter Arena



### George Foreman s KO Boxi Flying Edge Sports

PGA Tour 2

Electronic Arts

Rolo to the Rescue

Sports

Action Electronic Arts

**American Gladiators** Sports Gametek

leopardy

Family Fun Gametek

Pigskin Footbrawl

Sports Razorsoft



### Chakan

Action Sega

Ecco (Dolphin) Action Sega

**Lightening Strike** 

Shooter Sega Streets of Rage 2

Action Sega



Batman: Revenge of the Joker

Action Sunsoft

Hit the Ice

Sports Taito

**Andre Agassi Tennis** 

Sports Tecmagik

# PRESENTS THE GAMES OF January 1993... APPEARING IN LOCAL STORESNO

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW: The information below was supplied by each of the individual companies, and is current as of November 20, 1992.

Sorcerer s Kingdom Treco Muhammad Ali Boxing Sports Virgin iguar XJ 220 Racing - CD Rom

Sports JVC 0 29 52

Monkey Island - CD Rom

**Buster Brothers** 



Camp California Action

Bartman meets Radioactive Man Action Acclaim

Starhawk Action Accolade The Little Mermaid Action Capcom

> Megaman 3 Action

Capcom



Capcom



Ninia Bov Action Culture Brain

Tumble Pop Puzzle Data East

**Black Bass Lure Fishing** Sports Hot B

Adventure Island 2 Action Hudson



**Bonk s Adventure** Hudson



### Crash Dummies

Action L.IN **Pugsley s Scavenger Hunt** Action Ocean

**Cool World** Ocean

Leathal Weapon 3 Action Ocean

The Flintstones Action Taito

Takara Spot s Cool Adventure



Super Off Road Virgin

SNK Home Ent



Shinobi 2 Action Sega



**Dinolympics** Sports Atari



Action Shaddowsoft



Swichblade 2 Action Atari







NINTENDO			
1	3 MONTHS	-	TECMO/TECMO SUPER BOWL
2	1 MONTH	Δ	ENIX/DRAGON WARRIOR 4
3	4 MONTHS	Δ	NINTENDO/SUPER MARIO BROS. 3
4	4 MONTHS	Δ	NINTENDO/TETRIS
5	4 MONTHS	Δ	KONRMI/TMNT: THE MANHATTAN PROJECT
6	3 MONTHS	Δ	NINTENDO/SUPER MARIO BROS. 3
7	1 MONTH	Δ	HOT B/BLACK BASS FISHING
8	2 MONTHS	$\nabla$	PARKER BROS./MONOPOLY
9	1 MONTH	Δ	ACCLAIM/FERRARI GRAND PRIX CHALLENGE
10	1 MONTH	Δ	LJN/WWF WRESTLEMANIA STEEL CAGE

	SUPERNES		
1	1 MONTHS	Δ	EA/JOHN MADDEN FOOTBALL '93
2	4 MONTHS	$\nabla$	CAPCOM/STREET FIGHTER 2
3	3 MONTHS	-	NINTENDO/MARIO PAINT
4	2 MONTHS	$\nabla$	NINTENDO/SUPER MARIO KART
5	2 MONTHS	$\nabla$	NINTENDO/NCAA BASKETBALL
6	1 MONTHS	Δ	SQUARE SOFT/MYSTIC QUEST
7	2 MONTHS	$\nabla$	ENIX/SOUL BLAZER
8	1 MONTH	Δ	NAMCO/WINGS 2
9	1 MONTH	Δ	SONY IMAGESOFT/HOOK
10	1 MONTH	Δ	ABSOLUTE/AMAZING TENNIS

	GENESIS		
1	1 MONTH	Δ	EA/JOHN MADDEN FOOTBALL '93
2	2 MONTHS	-	SEGA/NFL SPORTS TALK FOOTBALL
3	2 MONTHS	$\nabla$	ER/NHLPA HOCKEY '93
4	1 MONTH	Δ	SEGA CD/NIGHT TRAP
5	1 MONTHS	Δ	SEGA CD/COBRA COMMAND
6	4 MONTHS	$\nabla$	SEGA/EVANDER HOLYFIELD BOXING
7	4 MONTHS	$\nabla$	SEGA/TAZMANIA
8	1 MONTH	Δ	BIGNET(SEGA CD)/BLACK HOLE ASSAULT
9	1 MONTH	Δ	EA/BULLS VS. LAKERS
10	3 MONTHS	$\nabla$	SEGR/DUNGEONS AND DRAGONS

		100000	
	Turbo Duo		
1	1 MONTH	Δ	TTI/AIR ZONK
2	1 MONTH	Δ	WORKING DESIGNS/EXILE
3	2 MONTHS	$\nabla$	TTI/ORDER OF THE GRIFFON
4	2 MONTHS	Δ	TTI/VIGILANTE
5	1 MONTH	Δ	TTI (CD)/DRAGON SLAYER
6	2 MONTH	$\nabla$	WORKING DESIGNS(CD)/COSMIC FANTASY 2
7	2 MONTHS		TTI/FALCON
8	1 MONTH	Δ	TTI(CD)/LOOM
9	1 MONTH	Δ	TTI/POWER GOLF
10	1 MONTHS	Δ	TTI(CO)/SHAPE SHIFTER

	CHWEBOY		
1	1 MONTH	Δ	NINTENDO/SUPER MARIO LAND 2
2	3 MONTHS	$\nabla$	NINTENDO/KIRBY'S DREAM LAND
3	4 MONTHS	Δ	NINTENDO/YOSHI
4	4 MONTHS	$\nabla$	NINTENDO/SUPER MARIO LAND
5	1 MONTH	Δ	ACCLAIM/THE SIMPSONS 2
6	1 MONTH	Δ	NINTENDO/PLAY ACTION FOOTBALL
7	1 MONTH	Δ	TRADEWEST/SUPER OFF ROAD
8	1 MONTH	Δ	SUNSOFT/LOONEY TUNES
9	1 MONTH	Δ	TH·Q/HOME ALONE 2
10	1 MONTH	Δ	HI TECH EXPRESSIONS/BARBIE

	LYNX		
1	2 MONTHS		NFL FOOTBALL
2	1 MONTH	Δ	FOOSBALL SOCCER
3	2 MONTHS	Δ	SHADOW OF THE BEAST
4	2 MONTHS	$\nabla$	BASEBALL HEROES
5	2 MONTHS		STEEL TALONS
6	4 MONTHS	Δ	BATMAN RETURNS
7	4 MONTHS	Δ	GRUNTLET
8	1 MONTH	Δ	SWITCHBLADE 2
9	1 MONTH	Δ	WARBIRDS
10	1 MONTH	$\nabla$	PINBALL JAMS

Babbage's
America's Software Headquarters

The information above is provided by Babbage's and is current as of November 16, 1992.

If you think you have what it takes to edit, mix and create your own explosive, high-impact, incredibly cool, absolutely new





music videos for mega rap act Kris Kross and global super group C+C Music Factory . . .

# ··· What waiting?

Just slip one of our revolutionary new music video game discs into your

Sega CD. Strap yourself in.



And get ready to

endure a massive rush of intense CD sound, digitized live-action video and

face-to-face



interaction with real artists or a celebrity

veejay. All you need to play these head bangin' games is awesome talent and



lightning fast reflexes. You control it all as you select, edit, slice and dice. You're working with hundreds of clips

from real music videos, movies and never-before-seen video footage – all in synch with dizzying special effects and the hottest, fresh-

est music ever. Wrap it up...



and get your grade, straight from the



veejay or artists

themselves. Kris Kross and C+C Music Factory music video games from Sony Imagesoft.

memserves. Kris Kross



MAKE . MY . VIDEO"

It's a whole new game.

CIRCLE #120 ON READER SERVICE CARD.



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usic Factory/Make Your Dwn Music Vidro and Kris Kross/Make Your Dwn Music Video are distributed by Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff by Digital Pictures, Inc. Core Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Boulevard, Suite &20, Los Angeles CA 90099. Games developed for Sony Imagesoff Inc., \$200 Sunset Sony Imagesoff Inc., \$20







## TOP TEN COOLEST VIDEO GAME

When your video game world is in desperate need of a hero, who do and defeated more bosses than any



### MARIO

coma, you know this dude. SONIC

BUBSY

TAILS

RYU



### MEGAMAN This heroic cyborg stars in more



BONK



ZITZ Tougher than any turtle plus a



BIONIC COMMANDO



cat on the block Bubsy, took third.







# JAPAN'S

Japanese gamers really haven't changed their favorite games too 5 still remains the most popular title on the market, with Super Mario Cart actually moved up four places. Pretty impressive for a two year old cart! SF-Super Famicom / FC-Famicom 8-Bit / GB-GameBoy
MD-Mega Drive / PC-P.C. Engine / SCD-Super CD
All Japanese Too Ten into was reprinted from the 11/20/92 issue



### DRAGON QUEST 5/SF

SUPER MARIO KART /SF





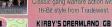
SUPER MARIO U.S.A./FC

BEST PLAY PRO BASEBALL /FC 10



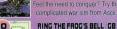
### SUPER MARIO WORLD/SF With 96 levels to go through, Mario still wins the masses over.

SUPER DOUBLE DRAGON/SF



adla politica

BIG BATTLE STRATEGY /FC



action scenes from Nintendo.

# m

A strange, yet interesting RPG with

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

# **FDITORS**



Mickey's Magical Quest 1 MONTH #1



It looks like Mickey is going to be some serious competition for Bubsy! This new cart from Capcom is absolutely incredible! The graphics are very cartoon-like and the attention to detail is evident. Superb game play also makes this a cart to look out for. Best of all, the game is almost finished and ready for release! Joy!

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
BUBSY / SUPER NES	2	2	$\nabla$
JOHN MADDEN '93 / SUPER NES	3	3	•
SUPER STAR WARS / SUPER NES	4	4	$\nabla$
STREET FIGHTER 2 / SUPER NES	5	4	
SONIC THE HEDGEHOG 2 / GENESIS	6	3	Δ
ECCO (DOLPHIN) / GENESIS	7	1	Δ
ROAD RASH 2 / GENESIS	8	1	Δ
VIEWPOINT / NEO:GEO	9	1	Δ
VIKINGS / SUPER NES	10	1	Δ

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

# REGISTER YOUR

WITH

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

ONLY \$1.00 PER MINUTE!!

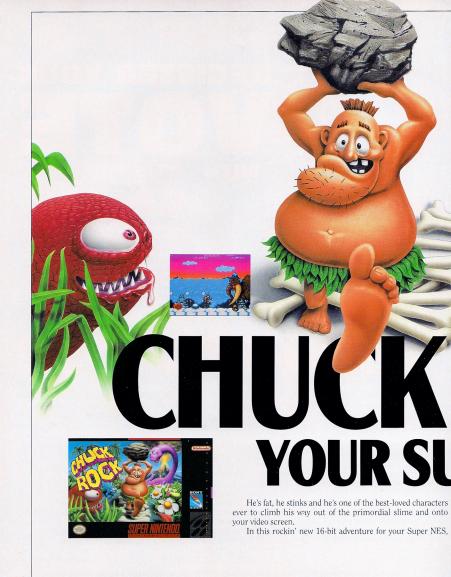
# 0-740-772

Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today! After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossipl

- 1. SNES / CONTRA 3
- 2. SNES / AXELAY
- 3. SNES / TURTLES 4
- 4. SNES / STREET FIGHTER 2
- 5. SNES / SUPER STAR WARS
- 6. SNES / SPACE MEGAFORCE
- 7. SNES / OUT OF THIS WORLD
- 8. SNES / NCAA BASKETBALL 9. SNES / ZELDA 3
- 10. SNES / SUPER MARIO CART
- 11. SNES / MARIO PAINT
- 12. SNES / SUPERSCOPE 6
- 13. SNES / DEATH VALLEY RALLY
- 14 SNES / BART'S NIGHTMARE 15. SNES / BUBSY
- 16. SNES / CYBERNATOR

- 17. GENESIS / SONIC THE HEDGEHOG 2
- 18. GENESIS / JOHN MADDEN '92
- 19. GENESIS / NHLPA HOCKEY '93
- 20. GENESIS / TAZMANIA
- 21. GENESIS / TEAM USA BASKETBALL
- 22. GENESIS / ALIEN 3 23. GENESIS / DESERT STRIKE
- 24. GENESIS / BULLS VS. BLAZERS
- 25. GENESIS / ROAD RASH 2
- 26. GENESIS / TERMINATOR
- 27. GENESIS / STREETS OF RAGE 2
- 28. GENESIS / SHINOBI 3
- 29. SEGA CD / NIGHT TRAP
- 30. SEGA CD / SEWER SHARK
- 31 SEGA CD / WONDERDOG
- 32. SEGA CD / MONTANA FOOTBALL CD

- 33. TURBODUO / GATE OF THUNDER
- 34. TURBODUO / BONK'S REVENGE
- 35. TURBODUO / NEW ADV. ISLAND
- 36, NEO GEO / WORLD HEROES
- 37, NEO GEO / VIEWPOINT
- 38, NES / SUPER TECMO BOWL
- 39. NES / TURTLES 3
- 40. NES / SUPER MARIO 3
- 41 NES / YOSHI
- 42. NES / MEGAMAN 5
- 43. GAMEBOY / SUPER MARIO LAND 2
- 44. GAMEBOY / METROID 2
- 45. GAMEBOY / MEGAMAN 2
- 46. GAMEBOY / DR. MARIO
- 47. LYNX / NFL FOOTBALL
- 48. LYNX / SHADOW OF THE BEAST
- Top Ten nominations change each month with all-new favorites! These nominations are good through January 15, 1992.





# ROCKS strange characters, like the

PER NES!

you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some pretty

strange characters, like the wild and wooly mammoth, one mean triceratops and a sabertoothed tiger. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love!

Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.









...EA's 3DO Project Gets New Name...Atari Jaguar Specs Revealed to Programmers...New Sega CD Softs... ...World Heroes For SNES and Genesis...Tecmo Delays Genesis Super Bowl...New "Alien" Madden Game...

...Welcome once again to the Quartermann show, that special place with the super scoops that only a guru of gossip could deliver! There may be imitators, there may be critics, but the Quarter-freaks know that it's the only place in the world that you'll read about toasted ho-ho's...We've got some great goodies for you this month Q-pals, including the first info from a flurry of developer conferences. Yours truly was behind the scenes to capture reaction to the unveiling of the Opera, Jaguar and Sega CD, including the first news on some hot CD titles just over the horizon...

...First on the Q-Mann's agenda was a trip to the 3DO party. The mystery behind the EA-Matsushita-Warner was lifted, at least partially, to give potential programmers a chance to see what this 32-Bit super system is all about. Bellying up to the table with a RISC processor and multi-media interface, the 3DO machine has also been given the working name of "Opera". While the Q-Mann doubts that the system will end up with that name, the individual roles of each of the machine's investors has become clear. While EA creates the software (largely tapping into their own vid game library), Matsushita's various brand names will simultaneously introduce the 3DO technology in several formats. The wizards behind the marketing of this mega-machine hope that sweeping compatibility will create the new "standard" for CD technology. It's a good plan, but some boffo softs will be needed to score big consumer points since the hardware will hit the shelves in the \$500+ range. And rumor has it that additional features, such as full-motion video, will only be accessible through a separate perhipheral attachment costing more doughl...

...Atari, deadly silent since the recent software shake-up, appears to be heading in the right direction for a launch, even if their dual 32-Bit RISC system doesn't quite have the muscle to take advantage of the coolest functions. Tramiel and Co. launched their unit to developers cross-continent, with software houses in both the U.S. and England considering support. Destined to display some hard-hitting visuals, let's hope the marketing masters don't toss a mojo on the machine by slapping on a high price...

...Finally, on the developers front, Sega formally brought programmers one-on-one with their new upgrade, the Sega CD. Although the big 'S' only showcased existing softs, a number of products were announced. While some developers were disappointed by the system, strong sales are working to make this CD format the one to beat. Regardless, expect Sega to dish out a steady stream of 'A' titles, including Power Drift (one of the first games to take advantage of the Mode 7-type effects offered-up by the Sega CD), Virtua Racing (don't bet on it before the end of '93) and a line of educational software featuring Sega superstars...

...The Sega curse continues to haunt sports stars around the world! Its most recent victim, Evander Holyfield, joined the prestigeous ranks of Tommy Lasorda, Buster Douglas, Pat Riley and Joe Montana (just to name a few) who have either lost, gone downhill, been injured or quit shortly after signing with the boys in Redwood. Could this be the beginning of a new betting system?...Look for the SNK super smash punch-out, World Heroes, to migrate over to both the Sega and Nintendo systems soon...Electronic Arts is prepping a new breed of sports game! Blood and Guts Football introduces aliens and monsters in an all-out brawl that uses the game engine from the zippy Madden games...Look for a big announcement soon from Marvel Comics...Gaiares, Gaiares...Due to an unforeseen delay, the folks at Tecmo have postponed the Genesis version of Tecmo Super Bowl until the beginning of the 1993 football season. You can bet that it will be even better by them...What a landmark event! The first Q-Mann column that doesn't mention Street Fighter 2! Rest easy Capcom, your secrets are safe with me...It's time to close things up on the Quartermann show, kiddies, but I'll be back next month with another bag full of gaming goodies! Get set for a special announcement in next month's issue! Until then, trust yourself and avoid Skid marks...

- OUARTERMANN













Blast the blazin' Slash Skaters under the strobe-lights of the Lexington Disco. Go berserk as Berzerker and take on a fire-breathing Swammy in the special 1-on-1 "VS. Mode."

■ Special "VS. Mode" lets you battle as any of the 16 gonzo characters and go toe-to-toe with everyone—even your fellow Cyborgs!



CIRCLE #183 ON READER SERVICE CARD





The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combatribe-babe turned Gotham gang-queen. But before you get close to this renegademama, you'll have to do some head-bashin' with five of New York City's most feared gangs—on their turfl

The Combatribes TM, IO1992 American Technos, Inc., 19200 Stevens Creek Bldv., Suite 120, Cupertino, CA 95014. Nintendo, Super Nintendo Entertainment System and the Nintendo Seal of Quality a



## SONIC 2. NOW FOR GAME

Be prepared. The game designers at Sega\* have developed Sonic The Hedgehog 2,\* the first 4 meg game for the Game Gear\* color portable video game system. The super-fast hedgehog is on a mission through lots of new zones to save his friend Tails. This time, there are more enemies to conquer, more friends to save, and more crazy stunts, like riding railcarts and hang-gliding. And, as if Sonic 2 wouldn't be



### **GEAR**: ARE YOU READY?

challenge enough, we'll be introducing lots of hot new titles-like Batman\*
Returns, Streets of Rage,\* Taz-Mania,\* The Majors: Pro Baseball,\* and
Shinobi II: The Silent Fury.\* By February we'll offer more than 75 games
in all. So go find your Game Gear, Grasp it firmly in both hands. Get ready.



# SONY SHELVES CD, DUMPS NINTENDO

In an article published on November 19, 1992 in the Nihon Keizai Shinbun, a leading Japanese business newspaper. Sony of Japan has decided to indefinitely postpone launching its own all-in-one video game system/CD-ROM console. This system, previously known as the Play Station, was to be completely compatible with the 32-Bit Super NES CD-ROM peripheral that Nintendo is working on. The two companies, just last month, had agreed to cooperatively market this Play Station jointly but, disagreement between Sony and Nintendo as to what direction the new system was to take led to the break-up. Sony envisioned their Play Station



Disagreements between Sony and Nintendo have forced Sony to shelve their Play Station.

would be a whole new game console with the very latest in chip and CD technology built in. Nintendo, on the other hand, only wanted its CD-ROM peripheral to be an extension of its Super Nintendo game system.

The Sony/Nintendo cooperative project began back in January 1990. Sony was to develop a Super NES and CD-ROM peripheral, combined in one shell. Nintendo was to provide the technical support and also market the Super NES system and CD-ROM as separate components.

Later in 1991 Nintendo teamed up with Phillips as the Big N thought that the new CD-I (Compact Disc Interactive) format which Phillips was marketing was to be the wave of the



Nintendo plans to continue work on their CD-ROM with or without Sonys cooperation.

than the current crop of 12 and 16

Atar's long lost 64-Bit video game system - Jaguar is coming out of hibernation and getting ready to roar. At least to the point where officials at the company are starting to talk about the system.

**ATARI PRICES JAGUAR AT \$99** 

The Jaguar is currently scheduled to be in the stores sometime during the Summer of 1993. It will contain a 64-Bit RISC-based processor along with new custom graphics chips that will allow for hardware scaling and rotation. Special attention is being placed on the music end, and additional chips will be in the system to allow for spectacular stereo tunes. Unlike many of the other newer systems that will be CD based, the Jaquar will be a cartridge machine. The games will have more memory

meg Super NES softs but they won't be as huge as the Neo-Geo carts.

Best of all. Atari is shooting for a \$99 retail price but officials were quick to admit that after all is said and done the Jaquar could end up as high as \$150

The first wave of Jaguar carts will include a sports game, a shooter, a flight simulator and a puzzle game. Two new titles will come out every month after the systems launch.

In order to hit the \$99 goal, the Jaguar will probably be packaged without a game, but Atari plans to offer a keyboard and a modem as optional peripherals. Atari hopes to show the Jaguar at the January Consumer Electronics Show.

Last month, Nintendo renewed their interest with Sony and announced that the Play Station was back on.

Now, according to Sony, while last months agreement with Nintendo will continue in force. Sony wants to relook at the whole video game/CD industry. They could adopt Nintendo's and/or Sega's CD format to their future work or it's possible that Sony may decide to go out and develop a CD-ROM player to its own standards.

Sony has already comitted to software development for the Sega CD as they have Sewer Shark, Hook, Chuck Rock and Make Your Own Music Video with Kris Kross in the stores now.

### Call For Orders & Info 713-965-0234

### SUPER MES SUPER FAMIGO

Alien 3 Axelay **Batman Returns Bio-Hazard** Bulls vs. Lakers Combatribes Cool World Final Fantasy - Mystic Quest Gods Humongous **Lethal Weapon** Out of This World Phalanx **Shadow Rune** Spiderman & X-Men Super Buster Bros. Super Shadow of the Beast T2 Judgment Day Terminator 2 - Arcade Ultrabots Warp Speed

Wing Commander

Hellfire 2 (SCD)

Y's Book IV (SCD)

Silent Mobius (SCD)

Call For More Titles

Chiki-Chiki Boys (SCD)

Double Dragon 2 (SCD)

Devil Hunter Yoko 2 (SCD)

Macross - Love Song (SCD)

Ranma 1/2 - Battle (SCD)

Space Fantasy Zone (SCD)

2020 Super Baseball **Battle Tech Bonanza Brothers** Capcom's Mickey Mouse Combatribes Devastator Final Fight 2 Flying Heroes Golden Fighter SD Heavy Armored Vulken Jungle Wars Naxat Super Pinball Nosferatu **Power Athlete Pro Wrestling Psycho Dream** Rushing Beat Run (12M) Solstice II Super Air Diver Super Golden Fighter 2 The Sword Maniac Top Racer 2 Video Kids

DAREN



2020 Super Baseball (SF)







Alien vs. Predator (SF)



Alien vs. Predator **Batman Returns** Captain America Cobra Command (CD) **Double Dragon 3 Flintstones** G. Foreman's Boxing Indiana Jones John Madden '93 Keeper of the Gates **NBA All-stars NHL Hockey '93** Road Rash 2 **Road Riot** Sonic 2 **Steel Talons** Streets of Rage II (16M) Strider 2 Superman T2 Judgment Day

Wolfchild X-Mutants Young Galahad

## Power Athlete

Golden Axe 3 G-I oc Gauntlet Super League '92 (CD) Super Shinobi 2 Final Fight (CD) Musashi Black Hole Assault (CD) Call For More Titles

### JAPANIMATION

**ENGLISH VHS:** 

**Appleseed** Akira Black Magic M-66 **Bubble Gum Crisis 1-8 Bubble Gum Crash 1-3** Dangaio 1-3 **Devil Hunter Yoko** Dominion 1-4 Fist of the North Star Gunbuster Vol. 1-3 Guvver Lensman Lupin III: Castle Caliostro Maddox-01 Macross 2 Vol. 1-3 Nadia 1-4 Orange Road Vol. 1-4 Orange Road Motion Pic. **Orguss** Project A-KO Riding Bean **Robot Carnival Robotech 2 - Sentinels Urusei Yatsura Series** Vampire Hunter D Vampire Princess Miyu 1-4 Warriors of the Wind Windaria

Viewpoint

Art of Fighting

**World Heroes** 

Last Resort

Soccer Brawl

Baseball Star 2

Football Frenzy

Call For More Titles

Magician Lord 2

Ninja Commandos

Cabal Daemonsgate Dracula Eve of the Beholder Hyperdrome



Batman Returns Streets of Rage Chakan: The Forever Man David R's Supreme Court **Terminator 2** 



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write for a complete listing.

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# SEGA TO DEBUT NEW PERIPHERALS AT CES!

Officials at Sega have told EGM that the company will introduce several new Genesis and Mega CD peripherals and accessories at the Las Vegas Winter Consumer Electronics Show this January.

At the top of the list would be a new six button controller which they state will significantly improve game play and offer more options to the players. The first con-

troller to utilize this six button configuration will be a modified version of their standard stick. This controller will have two rows of three buttons each and it will still maintain the same nine pin plug that is found on all of the Genesis and Sega CD systems. This means that this stick will be fully compatible with all older Genesis systems! While officials would neither confirm nor deny that this controller was being specifically made for an upcoming release of Street Fighter 2 on Sega CD, the coincidental appearance of the new six button controller would tend to open the door for a "game" that requires six buttons.

Also in the works is a new mouse peripheral for the Genesis and Sega CD. With Nintendo's mouse selling very well. Sega has announced that they will bring out their version early next year. While the exact shape and button layout still has to be finalized. Sega wants



The shape of the mouse isn't finalized yet, but it is scheduled to debut in early 1993!



Sega's newest peripheral is their 6 button controller! Now, with the controller a reality, could Street Fighter 2 be too far behind?

their mouse to fit comfortably in the palm of your hand and they are spending a considerable amount of time to get the shape perfect. Although the mouse will work with games designed for both the Genesis and Sega CD, the heaviest use is envisioned to be with the new point-and-click software such as the "Make Your Own Music Video" discs coming from Sony and Sega.

Another peripheral that is already out in Japan for Sega's Mega CD is a karaoke interface. Although Sega's pricey all-in-one CD-ROM and game system - the Wondermega has this feature already built in, most Japanese players originally opted for the basic Mega CD peripheral and now they have the ability to add the karaoke interface. Karaoke, while starting to catch on slowly in America, currently just doesn't have the following that it has in Japan, and Sega of America is going to maintain a wait-and-see attitude about this device. Should



If karaoke catches on, Sega will be ready with an add-on device for their Sega CD.

karaoke suddenly become the next national pastime. officials at Sega state that this device would then be brought out for the U.S. market

Finally Tengen of Japan has recently demonstrated a working prototype of a four player adapter for the Mega Drive. Along with this new peripheral. Tengen was demonstrating a new version of the arcade clas-

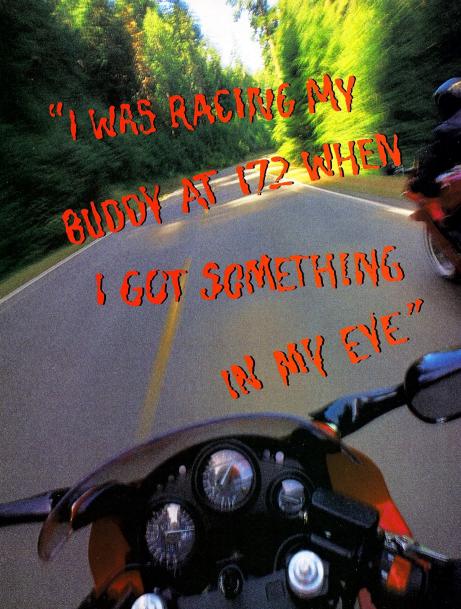
sic - Gauntlet. This new cart is the first Sega game which will allow for four player simultaneous action. Tengen currently plans to test market the peripheral and game in Japan and if there is sufficient demand for it, additional four player



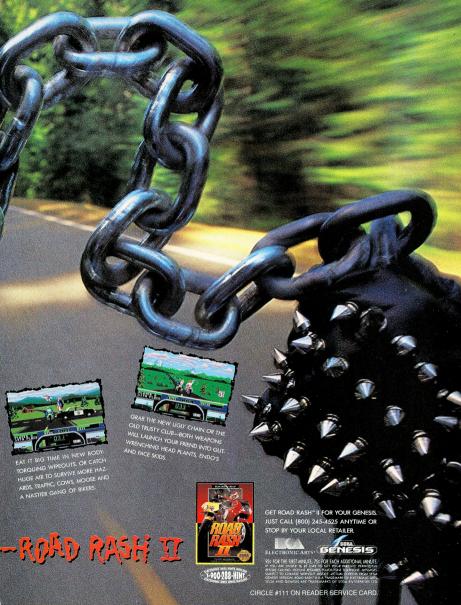
Tengen will bring out a four player adapter along with a new version of Gauntlet!

games will be produced. Sega of America is likewise monitoring the sales of the multi-player adapter. Although, with the new five player adapter coming out from Hudson Soft (with the game Bomberman '93) for the Super Nintendo early this Spring, it is highly probable that Sega will need to follow suit with their own version of a multi-player peripheral shortly thereafter.









# STREET FIGHTER II Turbo Championship Edition

If you read last month's EGM. you'll no doubt remember our story about Capcom's new Turbo ROM Upgrade Kit for the Street Fighter II Championship Edition, You'll also remember our promise to keep all of you game mavins up to date about this hot news item. As promised, here's more juicy morsels about Street Fighter II to keep you all licking your collective chops.

As we reported last month, this upgrade kit for existing Street Fighter II Champion Edition cabinets will not only boost the performance of the street fighters, but it will enable the characters to do a bunch of new moves as well! The Cancom programmers have actually made it impossible for one character to be

> inherently better than another!

As far as new moves go, there are a few brand new attacks; but most of the Turbo's fun comes from existing attacks that are merely enhanced. For example, moves such as Ken and Ryu's Hurricane Kick, Chun Li's Cyclone Kick and Blanka's Roll are now more dangerous! This is due to the fact that they will be done much higher in the air. The result of this simple addition to the game means that new strategies will have



Check out Blanka's new High Roll Attack! He will now be less vulnerable to attacks

### · HOW IT RATES ·

new goodies thrown in by

All of this aside, SF II Turbo CE game, we couldn't see giving it a "10" (although we'd like



Ryu's Hurricane Kick is now a lot higher off the ground. Chun Li's fireball can't touch him!



MACHINE ASSOCIATION

### **ARCADE SPORTS SIMULATION GAME OF THE YEAR**

# Jeny Hanville's" **AVAILABLE DECEMBER 18** "Football with an D FOR PLAY ON attitude... a bad attitude." Jerry Glanville<sup>11</sup> Head Coach Atlanta Falcons.

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to be worked out by both the offensive and the defensive players! In a way, players will now have to relearn much of the game!

The Turbo is now in trial production and will be gradually increased if it is as successful as anticipated. Supposedly, the upgrade kit will increase the speed of the game by a wholloping 20%! In layman's terms, this means that the game is FAST! How fast? Well, how does almost zero time lag in between moves sound?

Here is a list of some of the new angles that the Turbo's characters will have. Ken and Rvu. will have a head bash as well as a simplified Dragon Punch. Shorvuken has never been so easy! Chun Li now has the ability to



Rumor has it that he will be able to throw a Sonic Boom in mid air! Dhalsim can teleport to another side

of the screen in the blink of an eye! Sounds tasty, huh?



The game has been accelerated by about 20%! This means faster everything!

With a constant stream of news coming in from all over the world about this latest gaming sensation, you can be sure that we will try to keep you up to date on this one! Maybe, given time, the good folks over at Capcom will give us SF III! Until then, keep your eyes peeled for Street Fighter II Turbo Championship Edition, Shoryuken!



New moves mean new strategies and new techniques for gamers to learn!



Here it is, folks! The Street Fighter II Turbo Championship Edition!

### The Mystery of the Disappearing Dhalsim



According to rumor, Dhalsim will now have the ability to disappear and then reappear at a different location! This will make him a much more formidable adversary.



The characters will be able to more effectively block attacks like fireballs.



And what about Guile? What new tricks does he have in store for us now?

### **All-New Animated Sequences!**



Many of the animated sequences have been revamped and improved. In this sequence. Ryu is seen getting up from a knockdown in a very unusual way.

# MUHAMMAD ALI REGAINS THE

CHAMPIONSHIP FOR THE **FOURTH TIME!** 



round lenaths! Tournament exhibition mode!





\* 360 degree rotating ring so you don't miss

> of the action!





- ★ Atmospheric growd









We're not talking any lightweight offer here!

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CIRCLE #115 ON READER SERVICE CARD.

# R-TYPE LEO



With intense graphics like these, R-Type Leo will turn your hair white!

Attention all shooter gurus! Guess what? Irem has listened to our tortured cries and has given us R-Type Leo! That's right, a sequel to the mega-popular arcade favorite R-Type! Rest assured, you will **not** be disappointed!

There have been some significant changes to the old R-Type. First of all, you are now given the option to play two players simultaneously!

This will allow you to have (prepare yourself for a bad pun...) twice the fun!

Second, the graphics, sounds, game play and overall feel of the game is second to none! As a matter of fact, the graphics are so highly detailed that it's almost eerie!

The bosses are enormous and the power-ups are

fantastic! If you get a chance to play one new shooter this year, make sure it is R-Type Leo by Irem! You won't be let down!



Strange worlds await you in this sequel to one of the most popular shooters ever!



These weird "things" (for lack of a better term) will shoot at you without warning.



This boss will vaporize you instantly if you're not careful! Thank your lucky stars that two players can play simultaneously!

# DESTRUCTION OF HEAVEN AND EARTH 2

Capcom's latest action game is

Destruction of Heaven and Earth 2 and it's a period game where you must embark on an epic adventure!

Choose from five different characters each with special abilities. At the end of each round,



Summon forth some fire magic to help you toast your ancient enemies!

end of each round, you will come face-to-face with some of the toughest bosses you will ever meet! Heck, you even get to ride around on horses and fight other mounted riders!
For a trip through history try Destruction of Heaven and Earth 2 by Capcom!



Take on some very rough bosses who won't stop until you are vanquished!

# THE WAR TO ENDALL WARS.



NES" WARFARE REACHES
ITS THUNDEROUS FINALE AS
CONTRA FORCE," THE THIRD AND FINAL 8-BIT
CONTRA BATTLE, STORMS ACROSS THE EARTH.
FOR THE FIRST TIME EVER YOU'LL HAVE UP TO
FOUR DIFFERENT COMMANDOS TO SUPPORT
YOUR FIREPOWER AGAINST AN ENEMY WHO

STRIKES LIKE LIGHTNING, TACTICS, TIMING

AND SURVIVAL INSTINCTS ARE CRITICAL AS YOU PLAN STRATEGIES AND SELECT SECRET WEAPONS TO COUNTER DOZENS OF ATTACKS SPANNING FIVE EXPLOSIVE NEW LEVELS.

NEVER AGAIN WILL YOU GET THE CHANCE TO ENCOUNTER A WAR OF THIS MAGNITUDE. SO EITHER CONFRONT CONTRA FORCE OR SUFFER A STORM OF REGRET.











### KONAMI

Konami Game Hint and Tip Line: 1-900-896-HINT (4468).

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The fate of the Kingdom is in thy hands. Choose the most effective warriors for each battle, from wizards to giants, to fight against the evil army. If your tactics are skillful and your sword arm strong you may stand a chance against the rising enemy forces.

LICENSED BY

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# Stalking the Wild Qs!

Welcome to the Doctor's waiting room: first question?

Q: Your column is great. I'm one of those 'old timers' who think the kids of today are too darned spoiled: remember when games were supposed to be fun? Anyway. I have a few questions for you.

A friend and I were chatting about an old arcade game and we want to pick your brain; was there a game called UFO that you sat in and revolved 360 degrees? I say there was, but my friend says I'm nuts. Also, what was the name of the game where the player drove an orange car through mazes while being chased by missile-firing enemies? Finally, what are Sega and Nintendo et al going to do when HDTV comes out?

> **Greg Wilcox** Bronx, NY

A: I vividly recall a game called UFO and it did involve a spaceship with a shield that rotated 360

degrees, but it was not an arcade game. It was a home video game from Magnavox for its Odvssev 2 system. I'd love to hear from anyone who can recall this game in coin-op form, but I think you've got it mixed up. Greg. The game with the maze, the orange cars and the missiles was probably Dodge 'Em from Atari for its 2600.

We discussed the subject of High Definition TV (HDTV) in last issue's column, so check it out for a more detailed response, Briefly, however, there is a strong feeling that HDTV may never actually reach North America simply because it would require Congress to sanction a new standardized broadcast system and everything from existing TV shows to video game systems would all go out the window. Instead, most experts believe that innovations such as the 16:9 aspect ratio sets and digital TV will enhance the current display while maintaining compatibility.

O: One day I was going through the old games for my "ancient" Apple IIe. I found the game One-on-One with Julius Erving and Larry Bird. It still has the original box. disk and instructional manual. I was wondering: is this worth any money or is it just a relic?

Also I was wondering, with Sierra ioining up with Sega to produce software for the Sega CD, will Sega (or some other company) produce its own version of a mouse?

Danny Aillon Wichita, KS

A: Although I receive many letters here at the office from readers seeking out old computer and video games, so far there is no real "collector" cache attached to electronic games. Because of the fast moving nature of the hobby, old software tends to get discarded, which is good from a collecting standpoint, but we're still probably a decade or two from the point where people will pay big bucks to get working versions of antique software.

In any case, software-based entertainment has rarely been popular among collectors. Old 78 records, 8-tracks and other remnants of discarded technologies can be purchased for pennies. Even those very early Thomas Edison sound tubes can still be purchased at relatively reasonable prices.

As for the question of a mouse being added to the Sega controller lineup, indeed Sega is working on such a device (see page 58) and could have it in the stores this spring.

## LETTER • OF • THE • MONTH

O: Are there any plans for the development of a peripheral that would enable Super NES owners to play two-player games simultaneously but at different locations?

I sure hope so!

Dwayne A. Brown New York, NY

A: While Nintendo cannot confirm plans for a Super NES modem, a new company - Batan Technologies plans to bring out a "universal" modem that will allow NES, Genesis or Super NES players to compete against each other. Stay tuned to EGM for more info.



# "Greetings, Pig-slime!"

INTRODUCING SKÜLJAGGER".

Your puny little video-life is about to become Sküljagger-chow. The reason? You—and ace rebel Storm Jaxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Kiltish™ despot can get!

Sküljagger is the first game ever to combine an awesome action game with a clue-filled, fully-illustrated story. You'll battle in spectacular comic book color and phantasmagoric detail! Sküljagger's Kiltish troops will leap off the screen and into the deepest, darkest recesses of your mind!

Your one hope for survival — the secret game play clues hidden throughout the pages of your amazing clue and story book.

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It's going to be a war to end all wars. But it can't start without you.





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# Be CD-ing You!

Q: Ever since I've read your column in EGM I have been hooked. You've published many questions! have had myself. Here is my question: I want to know if the 32-Bit Super Nintendo CD-ROM would join to the existing 16-Bit Super NES like the Sega CD or would the 32bit CD be like the Turbo Duo, a separate system?

### David Lindo New York, NY

A: According to an earlier announcement, Nintendo planned to release a 32-Bit upgrade and CD-ROM peripheral in time for Christmas '93. This would interface with the existing Super NES. A subsequent report revealed plans for a SONY-made CD-ROM Super NES combo system. Since that announcement, Sony has said its unit is temporarily being put on hold.

The entire situation concerning Super NES-compatible CD-ROM is completely uncertain now. Sony and Nintendo do have an agreement, but it is unknown if any hardware created under terms of that agreement will be for the Super NES. Stay tuned! **Q**: I've heard that the Super NES CD-ROM will be 32-Bit. How can the 16-Bit Super NES play CD games that are 32-Bit?

### Chris Pepin Escanaba, MI

- A: When this comes out, the CD-ROM will contain its own 32-Bit CPU, which will either override the existing 16-Bit processor or work in conjunction with it. It's simply a matter of routing the central processing through the CD rather than the existing hardware.
- Q: In the November issue, you told how CDs could play video games by having the data dumped into a buffer so there would be no searching and loading. My question is, can a cartridge be used as extra buffer space? I know you can help me with this one.

### William Morris Evansville, IN

A: Yes, the Turbo systems already use a similar process with the Turbo Chip. If it would be compatible with the Super NES hardware will be determined by Nintendo. Q: I am a big fan of the **Phantasy Star** series, but I have noticed something rather interesting. I have the original game, **PSII** and **PSIII**. In Phantasy Star, up to five games can be sawed at one time. In the sequel, that number drops down to four. In the third game of the series, only two games can be saved at one time. Why is Sega doing this, and what will they do when the player can only save one game at a time?

### Jeffrey Adashek Glendale, WI

A: Off the top of my head, Jeff, I'd guess that each subsequent game in the series required the system to "remember" more information, therefore taking up more space. Sega isn't doing it to drive you nuts, I promise you, but remember, as games become more complex, there are more spells, inventory items and other information which the program must keep track of in order to return your character to the correct situation and status. So, while you can't save as many games in progress as you might wish, you are getting better games to save.

# **Q:** Does Atari have any plans for a TV tuner accessory such as the Game Gear and Turbo Express have?

Rob Bond Kenora, Ont., Canada

**A:** At the moment Atari has no plans to produce a TV tuner to interface with the Lynx, Rob. Sorry!

# Game Doctor Update...

On the news front, I'll be awarding Game Doc Prize Packets for outstanding envelope art as well as for excellent questions. This month's winner is Greg Wilcox of the Bronx. We'll be adding yet another category next month! The new contest is a "Draw the Doc" competition. What do YOU think I look like? We'll be awarding prizes for funny drawing, realistic rendering and,

especially, for complimentary caricatures. So get out those pens, pencils and CAD programs, because this may be the greatest gaming challenge you've ever faced!

Until next issue, therefore, when the Doctor will be back with more Question & Answer-oriented excitement, remember to send all questions, comments and corrections to the one and only:

The Game Doctor (EG) 330 S Decatur Suite 152 Las Vegas, NV 89107

Until we meet again, video gamers, keep your cartridges OUT of the water and keep watching the skies.

Aloha!



Sewer Shark for the Sega CD blasts you into a radical new world of gameplay with devastating digital video of live actors, explosive CD sound and the hyper-charged power of a simulation-shooter. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler. Your mission's clear: transport supplies to human outposts deep in the sewers...and fry anything that gets in your way. React with lightning-fast speed to flight instructions transmitted by your computerized droid. Navigate, fire and streak deeper into toxic tunnels. Miss a turn and you're history. But make it all the way...and you're in Solar City, maxin' out to beaches, babes and awesome rays! Sewer Shark for the Sega CD.

It's a whole new game.



SONY





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FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

# MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



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- \* BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
- \* READ HONEST, HARD HITTING GAME REVIEWS FROM FOUR PLAYERS.

issue. Bi-monthly issues will be mailed thereafter.

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Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Mega CD and Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bimonthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, vou NEED Mega Play!

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# The Turtles Genesis.



You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and

Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.





Slug it out in the sewers, do dirty deeds downtown. grind them up on a ghost ship, surf through treacher ous ocean waters and even ninja till you drop.

Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.



But then you must face that Duke of

Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!

Konami Game Hint and Tip Line: 1-900-896-HINT(4468).

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# INTERNATIONAL NEWS

### By Terry Aki

Howdy-ho game fans! Terry Aki is back once again with the sharpest softs from around the globe! Don't look for these games in any other mags, 'cause the Aki-man has the scoops and the first pix on the best games on the international scene.

I spent the last month logging some big miles (can't wait to cash in for that free trip to Maui) for the hundreds of thousands of EGM readers out there in the audience! I started in the far east, made a pit stop at HQ in Chicago, then journeved on into the sun, finally setting down on the other side of the puddle in England. The game biz is booming in the U.K., with a steady stream of softs from America finally hitting for both the Super NES and Sega Mega Drive (yeah, they use the Japanese name in Europe - guess they figure consumers are smart enough to distinguish between their game systems and computers.)



# BANDAI OF JAPAN ULTRASEVEN

# SUPER FAMICOM

UKN. MEG

CARTRIDGE

Considering the success of Ultraman on the Super Famicom, the most logical thing to do is to come out with a sequel. Even though the name suggests that there have been plenty of sequels, this is not the case.

Ultraseven is the name of one of the several spawns of the Ultraman series. Here lies the same plot - helping the Earth by defending it from the relentless giant rubber monsters that do their hardest to stomp out Tokyo!

The game play is just like the original version, with all of the punches, kicks, and throws. However, much more has been improved: if you fight in the sunset, the whole playfield, including characters, will be of a red tintalong with other neat and fancy

effects. Your laser assortment consists of new weapons.

like the removable blade from Seven's head!
Be alert for this sure- fire beast buster!





Whoa! The alien Metron just gave Ultraseven a major boot to the head!



The glistening Eleking has plenty of electric shocks for our tinfoil hero.



Check out how the dawn backdrop casts a red glow over the scene.



# SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.





The catacombs are a dangerous place, skulls, bones, fiery rats and the constant threat of death

From the caves of Utah to the deserts of Arabia... You're Indy on a quest for the Holy Grail.



Navigate the caves, fend off the enemies and find the Cross of Coronado.



Storm Castle Brunwald; but don't slip. It's a long and dangerous fall you won't live to tell about.



You don't have time to pet the animals on this Circus Train.



You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones S.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance, Blow it... Your father and the world are doomed. This game is only recommended for those up to the challenge.

Available for Sega™ Genesis™ and Game Gear™

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# INTERNATIONAL NEWS

One of the most evident signals that the U.K. game players can't get enough of their systems was the overwhelming number of gaming magazines that filled the airport book store. Most of the dozenplus I saw were machine-specific, dishing out game news on whatever console found their favor (the Genesis, er, I mean the Mega Drive seemed









Cover shots of some of my favorite U.K. video game mags!

to be the leader of the bunch). None of the mags was as current as the U.S. crop, but since most of the games come out in the European market after we see them that was O.K. Most of the mags I read sounded like they were coming from the same die-hard game players that produce EGM, except the U.K. contributors cut to the chase by comparing a bad game with a bad experience like getting sick all over yourself in the backseat of a car...not exactly the most pleasant read I had on the plane back home!

Anyway, I've got all of the import news that's fit to read, so sit back and let me get the frequent flyer miles!

# SUNSOFT OF JAPAN

# **ALBERT ODYSSEY**

### SUPER FAMICOM

10 MFG

CARTRIDGE

In the grand fantasy world of Albert Odyssey, there is a magical sword and its mystical story is told in this genuine RPG.

Seek ye sword, mighty warrior for its vision and power are untold! Plan your quest through eight mysterious lands filled with puzzling towns. However, not all townspeople are willing to help because their lives may be at stake from an outside source!

The combat scenes are truly a beautiful sight to behold! Your characters and the enemies are rendered with incredible detail and animation. Utilize wizard spells and broad swords to slay the troublesome beasts.

The 3-D perspective of overlands is just one of the awesome effects within Albert Odyssev.



Robotic enemies pose the greatest challenge because of their weaponry.



The Church is your haven from harm and also a great place to rest up!



If the the enemies spot you in the countryside, they will quickly attack!



When fighting the demonic dragons, they often retaliate with magic.

# **BULLET PROOF SOFTWARE OF JAPAN**

# SUPER TETRIS 2 + BOMBLISS

### SUPER FAMICOM

8 MEG

### CARTRIDGE

Tetris buffs will be pleased at this latest release of the puzzle game that started it all, Tetris! This time, it's two games in one. The addition of the challenging game of Bombliss increases the enjoyment.

Bombliss plays like Tetris except that as you complete certain columns, bombs may explode within the column to rack up bonus points and increase your odds of winning!



Look at this background detail! Don't look too long because the action is fast!

Two players can battle it out to see who is the greatest Tetris player of them all!



# **Hit! Fly! Shoot! Ride!**



CIRCLE #142 ON READER SERVICE CARD

# INTERNATIONAL NEWS

# MR. AKI BEATS THE STREETS OF JAPAN...

Back in the homeland, I fought off the jet lag from my world-wide trip and got down to the business of gaming. I quickly shot down to the local gamer hangout where talk still centers on the much-delayed 16-Bit Dragon Quest 5. I can't wait until this game comes out so everyone will quit complaining about how it isn't out! One of the hottest titles to recently hit the streets, however, was Sonic the Hedgehog 2!



While Dragon's Quest 5 remains on top of the Japanese charts...



...Sonic the Hedgehog 2 quickly captures a spot in the top five!

The usual bunch of simulations and RPGs are also scoring high marks this month in Japan. The recent announcement of a sequel to MOTHER, the self-contained RPG universe created by Konami, brought anticipation of another sequel to the streets. Mother 2 is slated for release early next year, but already the game players are reserving copies!

# **TELENET OF JAPAN**

# THE FANG OF EDO

### SUPER FAMICOM

8 MFG

### CARTRIDGE

The latest action game from Telenet of Japan is The Fang of Edo. This hot game is set in the year 2050 in Tokyo. The development of armaments and their activities have been diversified by terrorists. A special forces group has been organized to stop the ruthless manual des.

This side-scrolling game features cyber cities with high-tech thugs and thieves roaming the neighborhoods and streets. Noticeable features include the lack of scoring and a limit of only one on-screen life. Keep those hit points up with power-ups that collected from the remains of destroyed enemies.

Telenet has created a visual feast for the eyes with rich graphics and sound effects that have been digitized from real weapons.



Chase the terrorists down and get the power-ups from their carcasses.



Even the motorcycles are driven by qun-totin' cyborg warriors.



Fighting in the darkness presents some unforeseen situations!



With the jetpack enabled, you can fly upward to reach more levels.

# **HUMAN OF JAPAN**

# **DRAGON'S EARTH**

### SUPER FAMICOM

O MEG

### CARTRIDGE

Time for an RPG with a little flair to it! Dragon's Earth puts you in control of a striving colony of humans. The Dragons don't like the idea of humans trespassing on their territory, so a never-ending battle against the dragons' assaults erupts.

The battles take place in real time, thereby eliminating any lengthy battle screens. Summon spells or send human warriors out to slay the persistent dragons.



Luckily this beast has no interest in the colony. It's only a simple passer-by.

The dead of winter provides a small break in attacks so build your defenses now.



# **FUN ON THE GO!**

When you're on the go, you want fun, action and excite-





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EIGHTING MODE YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.



# THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE



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# THE FIGHTING GAME HAS FINALLY COME THIS FARI THE ULTIMATES 150 TECHNIQUES!



# NO KEN SYSTEM?

WHAT IS THE NEW HIRYU

THIS GAME HAS FOUR DEFERRIN MODES, FREST, YOU CAN BRUDY EXTING ATTACKS. FREST, YOU CAN BRUDY EXTING ATTACKS. AND ARE NOT RECIPIED TO CORP. MODE FOR FIGHTING MANAGES, ITS GOT JOHN TOWNSHIP OF THE PROPERTY OF



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MODE OF COR TWO PEOP E CON PLAY, OR THE PEOP IT WAS OR TO THE PEOP IT WAS OR TO THE PEOP IT WE SHOULD GATOON AND COSING SANDERS ARE AVAILABLE.





# INTERNATIONAL NEWS

## WILL THE BEST WORLD WARRIOR PLEASE STAND UP!?!

Recently Capcom sponsored an incredible event in Kokugikan that drew hundreds of players from around the country. The first-ever Street Fighter 2 championships were held to crown the best of the hest world warriors!

The event not only challenged the hottest Street Fighter 2 players, selected at regional competitions at their local game centers, it also introduced those in attendance to Ryu, Chun Li and other Street Fighter 2 heroes! Special bands played SF2 music while competitors lined up to battle their opponents head-to-head.

The contest was played out in front of a crowd of spectators on an enormous, ten foot high monitor (actually it was 16 smaller monitors construct-



Contest day drew hundreds of enthusiastic Street Fighter 2 players



Battles were waged on this enormous television screen! Yowee!

# SEGA OF JAPAN

# **AMAZING SAGA**

MEGA DRIVE

8 MFG

CARTRIDGE

The story of futuristic conquest unfolds throughout Amazing Saga. Wearing a robotic exosuit, you must clash against 12 of the most competitive creatures around.

Your primary weapon is your trusty steel sword. Although somewhat primitive is this futuristic realm, your exosuit's strength and speed make up for this loss.

Each creature you fight is set in their natural habitat. Undersea beasts reside in tranquil waters while space beings are found in the vacuum of space.

Every competitor offers a unique range of attacks, but locating their weak point can knock off half of their hit points!

Enjoy the music and spectacular backgrounds as you fight for global conquest!



It's only Stage 6, but here you will face an exact duplicate of yourself.



Go one-on-one against the Buster Claw, an ugly mace-wielding beast.



The protector of Stage 3 is a robotic beast from hell with a bad attitude.



Slug Head protects the undersea labyrinth contained in Stage 4.

# PACK-IN-VIDEO OF JAPAN

# **SUPER BOXXLE**

SUPER FAMICOM

4 MEG

CARTRIDGE

The classic game of pushing boxes is now being released as a Super Famicom game! For those not familiar with Boxxle, the idea is to push boxes around and cover up dots.

While that may sound simple, one wrong move can spell disaster down the line! This one is simple to learn and has highly addictive play qualities. It's time to replay the classic that has so many gamers in a frenzyl



Start in the center and try to make your way out. You must cover every dot.

Two players can compete for points or see just who is the fastest thinker around!





IF ONLY
I COULD
SKATE
SLAN

RAGE

JAM

THKASH

SCAM

AND

SCORE

ascii Pad SG

WITH THE
ASCIIPAD SG,
THAT'D BE

KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG.

Here's why: it's got TURBO FIRE (up to 24 shots per second), hands-free AUTO-TURBO and

SLOW-MOTION CONTROL. Plus, it looks cool, too. With this kind of control, you'll always land

on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.

NEW from

ASCHWARE

for SEGA GENESIS • SEGA CD



IT'S HOW TO WIN.

# INTERNATIONAL NEWS ===



Ken and Ryu were on hand to sign autographs for their adoring fans!

ed to look like one, but that's besides the point). Each contestant faced off against one another, eliminating the weaker world warriors one by one. In the end, a winner was crowned in several different age groups. Perhaps a U.S. competition will be held and a true world war will take place!

### DID YOU HEAR THAT?

Sound is going to be playing an even more important role in the video games of 1993. Following on the heels of Capcom's announcement that many of their future arcade titles will be produced with Q-Sound support, Jaleco has unveiled an equally impressive Super NES title, Royal Conguest, that will take big-time Dolby stereo surround sound and pipe it through your home speakers! Now you'll be able to enjoy realistic sound and music at home!



Jaleco's Royal Conquest is the first home game to offer Dolby!

# SEGA OF JAPAN

# SHINING FORCE

GAME GEAR

4 MEG

CARTRIDGE



Looking around in caves and dungeons can turn up riches galore!





Learn all about your player's progress on the character statistics screen.



Journey across mountains and forests to reach new and unexplored areas.

### In need of the ultimate portable RPG? If you have played Shining Force on the Mega Drive, you're in for a real treat! Shining Force is coming to the

Game Gear. Planned only for the Japanese market right now, this one is going to set the pace for future portable RPGs.

Return to the land of Gardiana. a once peaceful place until a wacko named Daksol stirred up rumors of plans to release the Black Devil from his sealed tomb.

The fighting sequences are amazingly well done with all the detail and animation that made the original a hit!

The four Meg masterpiece spans three continents and contains a battery back up so you can save your quest.



There are plenty of shops everywhere so don't be afraid to spend your gold!

# SIMS OF JAPAN

# IN THE WAKE OF THE VAMPIRE

**GAME GEAR** 

2 MEG

CARTRIDGE

On the night of the full moon, the decision has been made Dracula is to be resurrected from the dead and only Doctor Ferdinand Saussure can put a stop to this uprising.

The Wake of the Vampire consists of five stages set in key London locations including the Thames Bridge. Everything is beautifully drawn and overtoned with eerie music. Stop the bloodsucker before it's too late!



Search through mansions to collect clues to the whereabouts of the Vampire!

The details in the backdrops are some of the best ever seen on the portable Game Gear!



# Super Nintendo



# We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades state of the art effects designed specifically for today's most radical games. No wonder we call it the...

# SUPER ADVANTAGE



TURBO SPEED.

A fully adjustable firecontrol system (up to 30 shots per second).

AUTO TURBO. Continuous firing that's hands-free. You won't find this anywhere else.

FIRING BUTTONS. Instantaneous response, and built to last. Nintendo\*



CIRCLE #202 ON READER SERVICE CARD.

# INTERNATIONAL NEWS



Konami's new Picno art tablet offers drawing tools for the SNES!

# HAVE ART TABLET -WILL TRAVEL...

Realizing the success of Nintendo's Mario Paint program, the cats at Konami have created a peripheral that goes one step beyond the big 'N's drawing mouse.

The latest Super NES upgrade from Konami is called Picno and it enables animation enthusiasts to actually "draw" pictures on the television screen via the 16-Bit game system.

By calling up a variety of color menus and using a special light pen and board, the Super NES knows what colors to use and where to put the pixels down for your final pictures. You have complete control over your masterpiece from start to finish.

While the secondary uses of a mouse peripheral are evident, additional applications for the light board seem limited. Still, it would be fun to have access to the same type of electronic paint studios that computer artists use. The unit does weigh in at around \$200 bucks, admitedly a bit hefty, but if you're really into onscreen animation then Piono appears to be the only avenue budding artists will have to come.

# **HUDSON SOFT OF JAPAN**

# COTTON

PC SUPER CD-ROM

CD

CD-ROM

Our heroine, Cotton, has heard from a fairy that her boyfriend, Willow, has been captured by a devil. Cotton has taken it upon herself to save Willow from this devil and to also have some fun in the process!

In this unique shooter, Cotton rides upon a broom that is equipped with a small blaster that fires off magical rounds. Although firepower is limited, Cotton makes up for it in pure agility and speed.

The fairy that informed Cotton of this tragedy has pledged to help Cotton by protecting her from harm and to help her escape from the Waterfall of Fire. Together, they will face the perils of 7 fantastic levels to find Willow.

This is one of the few games where the woman goes out and saves the man. A nice idea!



These floating muffins cannot be shot at so Cotton's agility must be used.



This segmented boss wields a sword to knock Cotton off of her broom.



The Musical Forest is filled with the enchanting sounds of doom.



Cotton needn't worry about these archers as the fairy can stop them.

# **NEC HOME ELECTRONICS OF JAPAN**

# MAGICAL

### PC SUPER CD-ROM

CD

### CD-ROM

Obtain magic

Magical is the story of two fighters in search of the ultimate magical power. There are over 64 magic spells to find in the villages and on the battlefield.

First, you must master these spells before you can advance to the final staging ground where you must show your worth to the Magical Masters.

This cart features overhead fighting scenes with enemies to hack and places to explore.



spells by exploring villages and searching everywhere.

Outside, monsters await your arrival. Use swords or magic spells to destroy them.



# DATA WEST OF JAPAN

# **PSYCHIC DETECTIVE SERIES VOL. 3 AYA**

MEGA CD-ROM

CD

CD-ROM

This game has

shouldn't deter

many gamers.

a very adult

but that

The very popular adventure game for personal computers is called Psychic Detective and it's being released on the Mega CD.

Mr. Furoyaki, a friend of yours, proposes a strange mission for you to undertake. Your advantage is being able to read the feelings of individuals to aid you in your adventure.

Psychic Detective Series is a detective game with a science mystery flare!



Gain all your clues by exploring every nook and cranny of

the mansion.



# **TELENET OF JAPAN**

# **SAIBOGU 009**

### MEGA CD-ROM

CD

CD-ROM

Take control of Super Agent 009 as he attempts to deliver Baby Agent 001 to Agent 003. Saibogu 009 is a game that takes place in a world full of spies and counterspies.

While only in its early development stages, Saibogu 009 has the potential to be one of Telenet's greatest achievements! There are tons of levels filled with Japanimation cinemas too!



The Super Gun can fire three forms of laser blasts to take out these tin heads.



# TEICHIKI CO. OF JAPAN

# **ACROBAT MISSION**

SUPER FAMICOM

8 MEG

CARTRIDGE

On a distant planet, all plans for populating this new world have been shattered due to an alien colony determined to have the planet for themselves.

Pilot your ship, code named Acrobat, through nine stages of Mode 7-filled scenarios. Collect weapon enhancements from helpful colony pods to boost your chances of succeeding. Will the new planet survive or fail? Only you and the Acrobat will know!



Here begins the end of a ship that will span across five full screens!



# INTERNATIONAL NEWS

# KONAMI PUTS YOU IN CONTROL...

Back from the Land of the Gimmicks comes the infra-red controller, this time courtesy of Konami! The interface brings new mobility to Super NES play, complete with individual (and untethered) joy pads which link up to a pseudosatellite dish that receives your input signals. Do we really need this piece of gaming technology? Will it improve our game play? Probably not, but if the infra-red signals are stronger than past efforts, it make for a good time.



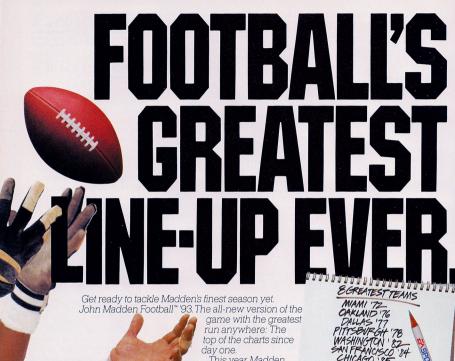
The new Konami infra-red controller uses a satellite to gather rays!



Yet another multi-player adapter for the Super NES will soon appear!

### AND FINALLY...

What would the month be without another multi-player adapator announcement? Do five people really get together to play games together? And if they do, what are these games called (Bomberman and Gauntlet excluded)?



This year, Madden really makes history.
Twenty-eight updated pro teams. The eight greatest teams of all time—

Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86. Plus the '92 All-Madden team and his Greatest Ever squad.

Here are my picks

So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.



For '93, the gameplay's far faster, the graphics much smoother. It's easier to hit your receivers in the numbers. But the defensive backs now cover more ground, too. So if you catch one over the middle.

The action's never been more explosive. Shoestring catches. Clothesline

tackles. Head butts. Defensive shifts. Safety blitzes. Taunts. Even quarterback

you'll get nailed.

And talk about a game with Madden written all over it. Madden '93 has vards of plays. Each from the pen of John Madden, Including formations like the nohuddle offense. Run and Shoot, and 3-4 defense. And plays like the Tuf Bronco, Hail Marv, and quarterback kills the clock.

It's a game of matchups-Madden's brand of football. Each 35-player roster scouted by the man him-

Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.

self. Make the right match-up at every position and you'll go all the way.

STATE OF THE STATE

substitutions.

Winning in this league is a tough climb. But if you rise to the occasion, you can make it to the top of the championship tree.



A split play calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours. Score with faster gameplay and smoother

graphics for improved passing efficiency and tougher defensive pass coverage.

EA SPORTS covers the field like a roving linebacker. With cameras that capture every highlight, every angle of the game. Make the right call. Phone (800) 245-4525 anytime. Or visit your local Electronic Arts™dealer. And get the ELECTRONIC ARTS only game worthy of the Hall of Fame. 95™ for the first minute 1-900-288-HINT 75™ for each additional minute. Byou are under 18 be auto to get a parent's permission before calling. I SSA in requires a Touch Tiere helpform Messages independ or burgue without indices. John the region of in no way associated with this 500 number 18.5 spets, John Mediden Football and Bestomer Arts are waterwards of Bestomer Arts Niterator. Super Niterato Entertainment Systems and Super Niterato Entertainment Systems and Super Niterato Parter and Systems and Super Niterator Strate and Strate to the Control of the Control of Super Niterator Strate and Strate Niterator. stem Seas and Genesi ide marks of Sequ

# TRADEWEST SUPER DOUBLE DRAGON

SUPER NES

### **UNLIMITED CONTINUES**

Even with two players, this game is a tough one to beat! To be able to blow through this game with ease, use this tip to get unlimited continues!

Press the START button on controller 1 to access the Mode Select screen. Press the SELECT button



Play through the game getting as far as you can.

to choose two players in Mode A. If you choose Mode B, you can have some fun beating up your friend, but each player will lose additional energy.

In the two player game, play until there is one credit left for each player. If one of the players has

more credits than the other, let that player get down to 1 credit. When asked to continue, press START simultaneously on both controllers. Once you do this, the game will continue as normal, but when you lose your lives and are asked to continue again. you will notice that your continues have jumped all the way up to 7! If you are still having trouble with the



Wait until both of the players are down to one credit each.

game, just repeat the process again and you will be able to acquire 7 more credits to continue. Repeating this method will give you an unlimited number of continues. Now you can beat the final boss and complete the game!

> Doug Richardson Whiteville, NC



Press START on both controllers for a credit increase!



Choose a two player game at the Mode Select screen.



**Nintendo** 



COUNSELOR 1-800-800-7185 HOTLINE



# WINGS 2: ACES HIGH

SUPER NES

PASSWORDS AND RADAR OPTION

Dogfight, strafe, and bomb your way to the end of the war with these passwords

> FGXHMBQ!nG!xF (Bombing run)

> > r5xKNJH2pq!3 (Strafe)

HMdMJ6C!brG!v! (Dogfight)

I VIXVIHI PORCE (Dogfight)

T!BRLQ!wC7IBF! (Bombing run)

iX2TBGnkGC!w (Dogfight)

sZG70wW6HBF (Strafe)

!4!FIGCwPQk8Y (Doafiaht)

hVY09Gs4BGIZ (Bombing run)

7YW2yn!R7Hzh (Dogfight)

LHxPFCb!4!!!BsG! (Strafe)

S!!dNpG9BwH96 (Dogfight)

6m!CQG!NCGGL8 (Bombing Run)

DvkbP4T!dXwB

(Dogfight)

B!HdPBB!aQLTB! (Strafe)

zq5qPNL8Hq!B (Dogfight)

!c!LIKGsKQFXi (Dogfight)

7dzl2G8MwR!Z (Bombing & Dogfight)

> BBHnwLL1CB!r (Last stage)

To see the enemies coming or going there is a cool trick to install a radar screen on your old biplane. To acquire this awesome piece of equipment, go to the title screen

and hold the top L button and B button at the same time. While holding these. press and hold UP, and then press START.

Chris Miller

Thornill, Ontario, Canada

ENTER PASSWORD: BCDFGHJKLMNPO 89bcdfghik RUB END FGXHMB0!nG!xF!

When the password screen appears, enter your code.



Certain missions will have you dogfight with enemy planes.





At the title screen, pick the option to continue your game.



Choose the Ready room to go straight into your mission.



Others will entail bombing and strafing enemy equipment.





3021 Bethel Rd. #108 Columbus, Ohio 43220

Where did the Turtles go?

Specific tras House Time

Here's a neat trick you can do <u>only</u> with GAMEHANDLER! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.

# GET A *GAMEHANDLER*®

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again <u>only</u> with the GAMEHANDLER controller you can Hyperwarp—actually disappear and re-appear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

CIRCLE #228 ON READER SERVICE CARD. NO PROGRAMMING

"Make Turtles Disappear!"

NO CODES

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS

"Make Mario Run Backwards!

SEGA SYSTEM

# **EVANDER HOLYFIELD'S**



Either start or continue vour career with "THE BEAST" boxer (Refer to EGM # 40) and begin your fight with the next challenger, Wait until THE BEAST has raised his hand and the crowd has cheered. When the camera scrolls, and is not pointing to either boxer. press START and then choose to guit. You will be taken to the training

screen, and you will have won the fight! This screen will also show that your power meter has sustained some damage. Use the training options to build up your energy so you can do well in your next fight. Repeat this method and you will build up an incredible winning record!

> James Felton III Cincinnati, OH



Using THE BEAST, start a fight and do the trick to win!



Power vourself up and repeat the process for a great record.





**ATARI** 

# BASKETBRAWL



LYNX

# **LEVEL CODES**

These level codes will let you start at any level in this game. At the password screen, enter the following codes:

Level 1-1 AAAA Level 1-2 BBBB

Level 1-3 CCCC

Level 2-1 DDDD

Level 2-2 EEEE

Level 2-3 FFFF Level 3-1 GGGG

ACCLAIM

Level 3-3 1111 Level 4-1 JJJJ

Level 4-2 KKKK Level 4-3 LLLL

Level 5-1 MMMM

Level 5-2 NNNN Level 5-3 0000

> Edward Mann Kettering, OH



Enter your level code on this password screen.



The passwords will help you advance to higher levels.





# KRUSTY'S SUPER FUNHOUSE SUPER NES INCREDIBLE CODE AND EXTRA PIES

An awesome code has been discovered! At the title screen, access the password feature. Put a space before the first letter, then put in the code, JOSHUA. Now put another space after the word and press START. Krusty will laugh and you can now enter any door. Just press the L and B buttons simultaneously for a pie refill.





# NINTENDO SUPER NES

# BATTLECLASH





If you would like to change the difficulty setting of this game, plug in the first controller pad and go to the title screen and press the top L button and the SELECT button simultaneously. Adjust your aim and choose your options with the Super Scope. Next, a new option screen will appear that will let you select your level of difficulty. The choice is up to you!





# Free T-Rex T-Shirt

BUY TWO IREM GAMES AND I'LL GIVE YOU THE SHIRT OFF MY BACK.



### Amazing feats

and adventure lurk around every street corner in this incredibly exciting game for 1 or 2 players.



Earth-shaking visuals, huge challenges, and a story you can really sink your teeth into.



Top arcade game brings explosive action right to you. Special effects & two-player simultaneous action.



Save the Universe from the evil Bydo Empire. Features non-stop action and a variety of challenges.



Tee-off with skins - winner-takes-all on every hole or match play- combines different styles.



### Here's how it works!

1 Buy any two of these games: DinoCity, Super R-Type, The Irem Skins Game, GunForce, or Street Combat. 2 Cut out the UPC code from your boxes.

3 Fill-out the form, cut at dotted lines, then put form and UPC codes in an envelope mailed to this address.

IREM AMERICA CO Irem America Cornora

Redmond, WA 98052

FAX: (206) 883-8038

RP		State	Zip	Phone(	)	
on		Shirt size:	Sm 🗖	Med. L	g. 🖵	XI.
		Check which	2 games you	purchased:	DinoCity	☐ GunForce
	V	The Irem	Skins Game	Super R-Ty	pe St	reet Combat

Please hand prin	t in ink	
Name		Age
Address		City
State	Zip	Phone()_
Shirt size:	Sm 🗖	Med. Lg. XI.
Charlembia	h 2 aamaa	ou nurchoods DinoCity CunFord

Please allow 6-8 weeks for delivery. Offer expires 4/15/93. CIRCLE #158 ON READER SERVICE CARD

© 1992 Irem. Nintendo and Super Nintendo Entertainment System (SNES) are registe

# GAME GENIE CODES

CAPCOM

SUPER NES

# STREET FIGHTER II

**GAME GENIE CODES** 

These codes should help vou survive in Street Fighter II. You must have a Game Genie peripheral for your Super Nintendo to make these codes work. Enter these codes on the blue password screen.

B9A0-AFO4 - Begin your game by fighting M. Bison.

DDAC-AFD4 - One hit. and you are dead!





KONAMI SUPER NES CONTRA III

**GAME GENIE CODES** 

To acquire some advantages that will help you beat this game, enter the following codes on the Game Genie password screen.

22BB-AD01 - Infinite lives for the side view levels.

22BB-6F0B+6DBB-64DB

- Infinite lives for the top view levels.





CAPCOM

# SUPER GHOULS 'N' GHOSTS

**GAME GENIE CODES** SUPER NES

You will love these passwords if you're having trouble with this challenging game. At the Game Genie password screen. enter these codes as follows to help you win.

A2C1-AD01 - Play with infinite lives.

A286-0F01 - Stop the timer





NINTENDO SUPER MARIO WORLD SUPER NES

**GAME GENIE CODES** 

These codes will give you all the help you need to complete the many challenging levels in this classic game! On the Game Genie password screen, put in these codes for awesome options!

C222-D4DD - Infinite lives

DD32-6DAD - Start and stay invincible throughout most of the game.

How would you like to get a massive amount of

money each time you pick

up a coin? It's easy! If you

peripheral for your Ninten-

have a Game Genie

do, then just enter this





SEGA GENESIS

# **GHOSTBUSTERS**

**GAME GENIE CODES** 

Ghost bustin' has never been better with the help of these codes. If you have a Genesis Game Genie. you can enter these cool codes on the blue password screen.

BWST-AA54 - Protection from most enemies.

NNCT-AABN - Start your game with 99 bombs.





ACCLAIM **NINTENDO**  WIZARDS AND WARRIORS III

GAME GENIE CODE



password to make the worth of your coin multiply! NNSAGGZU - Coins are now worth 255.







### CAPCOM

# SUPER BUSTER BROS.

# SUPER NES

### LEVEL SELECT

Super Buster Bros. is a game that can be guite challenging at times. There might be a level that you just can't get past and you don't know what to do. Never fear, because we at EGM have come upon a level select code that will let you start from any level in the game! This is how to do it. At the title screen. press START. You will now see a screen that

says "Select Game" at the top. At this screen, press these buttons in this order: L button, R button, R button, L button, UP, DOWN. Once you do this, a number will appear in the middle of the screen. This is the level number that you will begin on when you press the START button. Use the control pad to change the number to the level of your choice.



Press START at the title and at Select Game, do the trick.





The number of your level will appear in the middle.



### **ACCLAIM**

# SUPER SMASH T.V.



In order for this trick to work, you must first enter the Circuit Select code (at the option screen, press RIGHT, RIGHT, UP. DOWN, R button, L button). After you enter this code and choose where you want to start, go into the game, but before you enter the door into the next room, press and hold the SELECT button. Once you enter the room, there won't

be any enemies to face. After a few seconds, a voice will say, "Let's go," and it will show you which exits are open. Before you go to the next screen, hold SELECT again, and the same thing will happen! Repeat this through the whole game and you will beat it in no time!

> **Edward Ovalles** Jersey City, NJ



Enter the Circuit Select code and go into the game.







### THO

# JAMES BOND JR.

### SUPER NES

### LEVEL PASSWORDS

Use the passwords below to let you start at the different levels in James Bond Jr. At the password screen, enter these codes:

> Level 3 - 0007 Level 4 - 3675 Level 5 - 9025

> Level 6 - 1813 Level 7 - 3353

> > Jay Michaud Plainville, CT





# **ARENA**

down!

# SUPER HIGH IMPACT

### **GENESIS BIG YARDAGE PLAY**

By using the Bomb. the computer will not take an aggressive defense. Choose a Power Bomb and the ball will travel a great distance! In this play, your quarterback will drop back about 10 vards, and hurl the ball. It will end up in the hands of the reciever for any easy touch-

> Mark Cliffel Dublin, OH





# KABLOOEY



HUDSON NINTENDO

# **ADVENTURE ISLAND 3**

STAGE SELECT

SUPER NES

1. BPMB

49. SPNG

### ALL LEVEL PASSWORDS

Are you stuck in this huge puzzle game? Here is a comprehensive list of all of the passwords to get you to any of the 130 levels! Have fun and good luck!

## SJ Nitta Honolulu HI

50. WJND

2. TFST	51. WGST	
3. SPBP	52. WBVF	
4. RBCG	53. FJRF	5883 11
5. RPSS	54. WBSP	O some
6. FBJR	55. VJSB	- Land based based to
7. QVJZ	56. VFST	
8. RFFD	57. LBMP	F
9. RBTT	58. VNBT	<b>元</b>
10. RBFT	59. TYRF	F 20 20
11. PVFN	60. TYPF	7 52
12. NFWS	61. TRGG	9954 130
13. LJSB	62. TWJN	понов 0
14. MVLF	63. TVSK	Select the pa
15. MVFF	64. TVNF	to access the
16. DJMF	65. TPNY	to doccoo tine
17. DBVG	66. SWBN	99. JFBN
18. DPLL	67. STBR	100. JBZZ
19. DJSK	68. SPLP	101. SBFG
20. GBTF	69. LPVG	102. JTGM
21. JRPN	70. SPVP	103. JSLG
22. GBMF	71. RPSF	104. HQST
23. PBSS	72. RPPF	105.WQRM
24. WPRG	73. RFST	106. HQLD
25. LFBG	74. RPPT	107. HJLL
26. CVFF	75. RFST	108. HGRB
27. LPJC	76. RFBD	109. NQSF
28. DBTG	77. TBPF	110. HFLP
29. WGGD	78. RBJN	111. GVST
30. TJMG	79. NPTF	112. GQWN
31. PBJL	80. NFST	113. FYGS
32. SHJP	81. VBSF	114. GLQW
33. RJNG	82. NBMF	115. GJFT
34. SHPR	83. NBJL	116. FWSG
35. SJZF	84. MJND	117. HBJR
36. TBLK	85. PJLL	118. FJVF
37. GJRL	86. MBJL	119. FBCG
38. ZPPM	87. LJLY	120. GXJT
39. ZPNG	88. LFNS	121. SKGN
40. ZJNC	89. SPQT	122. GBSG
41. GPLD	90. LBRK	123. DQXR
42. ZGRP	91. KNQB	124. CRZB
43. YPLK	92. KNFF	125. MYTH
44. YGLL	93. PBLM	126. CXPY
45. PPBL	94. KBNG	127. MBKV
46. YBRD	95. KBND	128. BVTP
47. WPPL	96. KBLT	129. FNDS
48. WJRG	97. LQCK	130. DFMQ

98. JVNF







the password option ess the higher levels!

An incredible stage select trick has been found! To perform this trick for the third installment of this popular game series. follow this method. At the title screen, press these buttons in this order: DOWN, UP, LEFT. RIGHT, B. A. B. A. The Stage Select screen will appear and this will let you start from any level you wish, even the last stage! Once your stage is chosen, press START and you will see a screen that will give you one of every special item, weapon and prehistoric creature. When you start your game, you will have every advantage possible to help you win!







At the title screen, enter the code and select your stage!



NAME: Erik the Swift"

HEIGHT: 6'1"

WEIGHT: 175 lbs.

DISTINGUISHING FEATURE: Powerful leas that let him race like the Nordic wind. And cool hair.

LAST SEEN: Outrunning the maniacal saw in an outrageous alien factory.

@1992 Interplay Productions, Inc. and Silicon & Synapse. All rights reserved. Erik the Swift is a trademark of Interplay Productions, Inc.

# SKULJAGGER



# SUPER NES

### **CLUES AND ALTERNATIVE ENDINGS**

On page 11 of the book for this game, you will learn that Wits' name is really R.L. Wright. This is actually a code name for a sequence of commands to do on the controller. When you see the island and the text at the start of each chapter, press the following buttons in this order: R button, L button, R button, A secret text paragraph will be revealed that will give you clues for certain levels

This is a method to reach one of the alternative endings. In Chapter 1. Part 1, make your way to the end of the second brown cliff face section. jump on the first rising platform, and then to the next platform. Ride this platform all the way to the grass at the very top left. There is one brown box to the far left of the grass. Pick it up and you will go into a tube that will take you to an alternative ending to this level. Now on page 9 of the book for this

game. Storm meets a Black Mask on a stone bridge. There is a sign that says "Danger" just before the bridge. Storm gets rid of the Black Mask by throwing a brown keg at him and knocking him off the bridge. (Refer to the illustration in the book.) Now, when you are in the alternative ending, start running right, and look for the stone bridge that has the sign saying "Danger" in front of it. There will be a brown keg next to the sign. Pass in front of the kea to kill the flying bug. go back and pick up the keg, and carry it with you to the right. Jump onto the stone bridge, and you will see a Black Mask coming at you. Throw the brown keg at the Black Mask (just like Storm did in the book) and another tube will come up and take you to a secret Fantasy Zone, Exit via the blue gem and go back to finish the rest of the alternative ending to complete the level.



Press R. L. R at the start of each chapter to see secrets.



In Chapter 1, Part 1, jump on the first and second platform.



Let the second platform take you up to the grass. Run left.



Get to the brown box, pick it up and you will be warped.



After warping, find the barrel by the "Danger" sign.



Get the barrel and throw it at the Black Mask to warp again.





# SONY SUPER NES

# HOOK

# 3-UP LOOP FOR 99 MEN

On level 5, when you are in the caves, there is a 3-Up loop that will give you as many lives as you need. At the start of the level, fall down the first chasm on the right. You will see Tinkerbell at the bottom of the pit. Walk or fly across to the right, and you will see a 3-Up and a leaf. Go underneath the rocks to reach this. Die and repeat for many lives.





# **BECOME A STAR!!!**

If you want thousands of gamers to see your name in print, send your tricks to some other mag. But if you want your name in lights for millions of players to see, then throw your secret cheats our way! Not only will you score some FREE softs for your favorite game machine, you'll also be immortalized in the biggest and best video game magazine in history! No tip is too small for the Trickman so send your gaming goodies to: Electronic Gaming Monthly's Tricks of the Trade. Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And be sure to send your name and address, as well as the game you'd like to get. If we don't know where to send it or who you are, Terry will keep the booty for himself (and we don't want that to happen).



# Take It To The Streets..

# **CRASH#BOYS**

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town-where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lifes.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties-and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley-a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams. Five members per team. Only one winner.



Southside's Crash Cooney sets another 400M Hurt-les course record. Crash and the Southside Boys-Cheese, Noise, Dragon and Sting-Ray-nut the Hillers to shame



Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.



"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside, Almost,



Artie Van Smythe vaults from rooftop to towering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders-especially Crash







Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley

is out to crush Hillers and Southsiders alike.



Crash 'N' The Boys TM and

Hammer Throw Go

Water Slaughte.

Hot Sports Action For 1-4 Plavers!

# presented by American Technos and Electronic Gaming Monthly

# Leader Board

Check out the top qualifiers in each event. Have you met the Challenge?

### 400 M Hurt-les

These athletes have what it takes to attack the track and cross the finish line in record time.

ш	111111011	mine in record times				
ı	Rank	Name	City	Character	Time	
ı	#1	Desmond Wu	San Carlos, CA	Wheels	0:54	
ı	#1	Ted Chuh	San Mateo, CA	Wheels	0:54	
ı	#3	Mike Mathews	Boston, MA	Spoon	0:57	
ı	#4	Shannon White	Phoenix, AZ	Sting	0:58	
ı	#5	Bennett Meyer	Richmond, VA	Clint	1:00	

### Water Slauahter

These water warriors have shown their dominance of the acqueduct and defeated their nonnnents faster than anyone else out there

Rank	Name	City	Character	Time
#1	Ted Chuh	San Mateo, CA	Clint	1:40
#2	Desmond Wu	San Carlos, CA	Clint	1:41
#3	Jerry Anderson	Edina, MN	Knots	1:44
#4	Christopher Larson	Austin, TX	Spreck	1:47
#5	Howard Issac	Peoria, IL	Zack	1:49

### Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, vaulting 13 buildings and crossing the finish line in world record time

Rank	Name	City	Character	Time
	Ted Chuh	San Mateo, CA	Crash	1:56
#2	Desmond Wu	San Carlos, CA	Crash	1:59
#3	Jed Overland	Des Moines, IA	Barns	2:07
#4	Nick Vinnetti	Newark, NJ	Cheese	2:10
#5	Larry Hoffmann	Pittsburgh, PA	Dove	2:12

### Judo

These Judo Masters have proven they've got the brains to outwit their opponents and the brawn to pummel them in the fastest times ever.

Rank	Name	City	Character	Time
#1 #2 #3 #4 #5	Desmond Wu	San Carlos, CA	Noise	0:39
#2	Ted Chuh	San Mateo, CA	Noise	0:49
#3	Perry Fazio	Milwaukee, WI	Cheese	1:27
#4	Jamie Rhodes	Fort Myers, FL	Artie	1:40
#5	Mike Krueger	Providence, RI	Baldy	1:51

### Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more entrants have achieved the same qualifying time in any of the events. Make sure you answer both questions.

THE ANSWERS TO THESE QUESTIONS MUST BE WRITTEN ON A PLAIN 3X5 PIECE OF PAPER ALONG WITH YOUR NAME, AGE, ADDRESS AND PHONE NUMBER TO QUALIFY FOR THE TIE-BREAKER.

### Question 1:

What gift does Todd bring Team Thornley at the airport, in the victory animation sequence following a 1-player Tournament victory by Southside High?

### Question 2:

How many gold medals are available on the Hammer Throw golf course?

# ...And Win Your Share of \$5,000 Cash!

# Show The World Just How Good You Are...And BAG BIG BUCKS!

In May, 1993 American Technos and Electronic Gaming Monthly will award a total of \$5,000—IN CASH—to the country's top gamers. We'll dole out the dough to the top five record holders in each of four **Street Challenge** events: 400-M Hurtles; Water Slaughter; Skyline Scramble; and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all

month after month until we make with the moolah? Remember, you're goin' up against the best and just like you, they can't wait to get their hands on some

challengers

Contest Rules Please Read All Rules Carefully!

To Enter: Send a photo of the game screen showing your best time in PRACTICE mod of any of the four listed events to: "I'll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063

Network Unit I was a man and phone number in ink on the back of your photo for identification (on Polaroids write on the front border). Then, on a plain 3.5 piace of paper hand print your name, address and phone number, as well as your answers to both Tile-Breaker Questions 1 and 2 listed here on the World Record-Holders Board. (See Tile-Breaker below)

2. Entry Restrictions: Entries must be from the game's PRACTICE mode in order to qualify. (In Practice Mode you are not able to buy extra power-ups, to keep everyon

competing on equal footing.)

comparing on expan bounds of comparing on expension of an exercit in PRACICE mode, and with after WMSIGE.

A consolution of the Comparing of t

Photo tip: If your camera's flash fires, it may well wash out the T.V. screen and your scon won't be readable. Consult your local camera dealer as to how to take pictures of a T.V. screen. Polsonid or other color prints acceptable. No silides. Entries will not be returned.

4. Prize Limitations: Enter as often as you like in any or all flour eligible events. (Does no include Hammer Throw Golf). However, only one entry from each contestant—the best

time on file from that contestant—will be considered in each event upon completion of the contest. Awards will be limited to one cash prize per household per event, or no more than four total cash prizes per household.

5. Cash Disbursement: Cash prizes to be awarded will total \$5,000. A total of \$1,250 for each of the four events. will be distursed as follows: First Place: \$650.5econd Place:

each of the four events, will be dispursed as follows: Hist Hace: \$5050, Second Place: \$300, Third Place: \$150, Fourth Place: \$100, Fifth Place: \$50

Winners will be notified by phone and/or certified mail. Winners' names and prize information may be used by Electronic Gaming Monthly and American Technos for promotion

all or advertising purposes without further compensation.

6. Tie-Breaker: In the event of a tie, where two or more entrants have the same winning, time, the contestant with the correct answers to both tie-breaker questions will be declared the winner. In the event that the contestants have answered both questions

correctly, the applicable cash prize(s) will be divided equally among them.

7. Entry Deadline: Entries must be postmarked no later than March 31, 1993. Winners' names will appear in the May/June, 1993 Edition of Electronic Gaming Monthly.

8. Contest is NOT open to employees of American Technos, Inc., Sendal Publishing Group,

 Contest is NOT open to employees of American Technos, Inc., Sendal Publishing Group Inc., or members of their immediate family, affiliates, subsidiaries, advertising and promotion agencies and printers. All prizes will be awarded. Taxes are the responsibility of winners.

9. For a list of winners, send a self-addressed stamped envelope to: "Yll Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063



serious

coinage.

# NEW SOFT NEWS

With the Christmas season over and done with, we now gleefully await the upcoming Winter CES held every year in beautiful Las Vegas. The companies that weren't able to get their games out by Christmas will now push their future releases at this convention. Here is but a brief list of what we are to expect from the Winter CES show!

Accolade is developing their baseball game going by the very long title of Al Michaels Announces Hardball 3. . Can't get enough of that lovable Yoshi? Well, in addition to Nintendo's NES and GameBoy releases of Yoshi's Cookie, BulletProof Software will release the Super NES version. • Electronic Arts is still hot on the scene with Tony La Russa Baseball for the Genesis. • There is also an upcoming release of Populous 2 for the Genesis and a possible release for the Super NES. . Electro-Brain is working on Best of the Best Championship Karate for the Genesis.

Koei, the masters of simulation titles will unleash Aerobiz for the Genesis and Pacific Theater of Operations for the Super NES. • Razorsoft is taking a gamble on Hooves of Thunder, a horse racing game for the Genesis. • From Seta, we can see Cacoma Knight on the horizon. • T.T.I. will bring out Shockman 2. • Exile 2 will arrive from Working Designs.

# U.S. GOLD

GENESIS

12 MEG

CARTRIDGE



A hop on the subway system can whisk Conrad to new parts of town.

Way back in the September issue of EGM, we showed you pix of this hot game in our International Outlook section. Since then, U.S. Gold has picked up the rights to this game, given it a quick plot change and has now dubbed it Flashback!

As the story is told, research scientist Conrad was preparing his thesis about the transmutation of matter. Wearing a special set of glasses, the scientist was able to view matter directly in order to analyze it. However, he happened to notice that many topranking officials at his plant had a structural density beyond that of a normal human being. This is because they were aliens from another world studying Earth and making plans for domination.

This tragic observation turned Conrad into a prisoner where he must use all his natural abilities to escape this trap and blow the lid off this cover-up. Your escape will take place over six huge stages where a stolen space bike and a gun are your only hopes for survival. Incredible animation is made possible by the detailed rotoscoping technique!



Lost in a world unknown to him, Conrad can trust no one but himself.



Alien guards are a constant threat but your blaster can crisp 'em easily!



Why have the aliens come? They plan to take over Earth for their own needs.



With Conrad's memory wiped out, he wanders the city in search of identity.

# ACTIVISION

# ALIENS™ VS. PREDATOR™

SUPER NES

8 MEG

CARTRIDGE

All you readers of the Dark Horse comic series, wait no more as Activision has the mondo game for you!

You play the Predator out on your big hunt! Your first encounter takes you through a small human colony but you find that Aliens have taken it over. Using punches, kicks and a quick and deadly sliding maneuver, you must kill off all of the aliens and face Huggers that have taken over the colony.

Finish that stage and you then transport to the Aliens' home planet where four more perilous stages await you with spectacular cinemas and great animation. This cart really brings the feel of the comic book to life!



In the verses mode, two players can assume the Alien and Predator roles.



Take on all sorts of mutated monsters as you journey through the colony.

Aliens™ and Predator™ are trademarks of ©1992 Twentieth Century Fox Film Corporatio



# EVO

SUPER NES 12 MEG CARTRIDGE

Let's take a trip back to the beginning of time. The game begins on a desolate planet, without any life-forms. Based on the theory of evolution, Enix's new game starts you off as a lowly fish and you must survive the perils of the ocean.

Evo is the cross between an action/shooter and role-playing game. The shooter aspect comes in when your 'fish' attacks other creatures in order to collect Evo Points which help your character evolve. The action scenes take place on land after you evolve into an amphibian.

You must continually strive to evolve, taking on new challenges in the ever-changing world.



Your first form is a small fish-like creature with limited capabilities.



As you evolve, fins and stubby legs develop in the second stage.



Although you have evolved to stage three, you must be wary of sharks.

# RENOVATION

# DOOMSDAY WARRIOR

SUPER NES 8 MEG CARTRIDGE

Renovation has picked up the rights to do this one-on-one fighting game, Doomsday Warrior.

Play as Amon, a determined young warrior out to prove his worth to the heavenly gods. Only by beating them with punches, kicks, and an assortment of super secret attacks can he finally return to his resting place.

Become the true warrior before the doomsday finally comes.



In the early stages of each round, the enemies are weak but have stamina.

# SEGA X-MEN

### **GENESIS** UKN. MEG CARTRIDGE

Follow the adventures of the X-Men as they tackle the forces of evil to search for Professor X!

Take command of Wolverine. Cyclops, Gambit, and Colossus. Power them up in their danger room and get set to lead them through seven enchanting stages.

Stay with your selected character or alternate them depending on the enemies that you'll face as you attempt to save your mentor!



Wolverine can slash through anyone or anything with his vicious claws.

### ASMIK

# **LENNUS**

SUPER NES 12 MEG



Rest up at the Inn and purchase some hard to find items for your quest.

EGM was also the first to break the news about Asmik's super RPG. Lennus, back in the April issue. Although this cart was previously shown in the Next Wave section, many changes have been made and we feel that another look at this game is necessary.

12 Meg may not seem like much in the present days of CD-ROM and 16 Meg games, but Asmik has crammed a lot of game into this cart. The overworlds haven't changed much but they are still done with pastel colors for a different feel.

You can still have three other characters in your party as you travel the countryside in search of riches and fame. The landscapes take place on two planes with lands that seem to hover above the planet!

Combat takes place in a first person perspective where the mutated beasts strike with magic and physical attacks. You and your party can fight back with swords, arrows and magical techniques that will entice all players.



Ride the dragon to explore previously unreachable landscapes.



CARTRIDGE

Within the caves, you can find a mythical treasure to raise your status.



An evil bubble blower? This may seem cute but those bubbles can stun you!



New lands are not accessible until you can find a bridge-building character.



This small town doesn't hold much wealth, but it's a good place to relax.



Polly want a cracker? Heck no! These airborne beasts want a quick snack.

# GAME GENIE." BIGGER AND SMALLER THAN EVER.

NOW, GAME GENIETM FOR SUPER NESTMAND GAME BOY®!

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OF A GAME. NOW, BIG OR SMALL, PLAY
NINTENDO® LIKE NEVER BEFORE
WITH GAME GENIE!



# **ASCIIWARE**

# SPELLCRAFT

## SUPER NES UKN, MEG CARTRIDGE

Uncover the secrets of magic and mystery as you attempt to save the Modern and Magical Worlds from blowing each other to pieces. You have been unwillingly drawn to Stonehenge where you must use your new abilities to save these warring worlds.

To succeed, you must successfully mix potions together and learn how to cast spells properly or you could end up accidentally casting your own death spell!

Begin at Stonehenge and work your way from there. Travel between the two worlds to receive ingredients for your potions. Superb graphic detail in the backgrounds have to be seen to be believed! Join in on the spellcasting fun!



Ah! This dragon doesn't realize that you've created a spell to paralyze it.



This set of bones doesn't tell a very promising story of what's up ahead.



Water worlds behold many surprises with booby traps to snare you in.

# SEGA

# **CHAKAN: THE FOREVER MAN**

GENESIS

8 MEG

CARTRIDGE

Chakan has travelled from the pits of hell and is now an exciting Genesis title! Play the part of Chakan, a one time warrior priest who is doomed to wander the Farth until he can vanguish the beasts that have put this curse upon his soul.

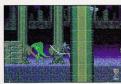
Chakan must use weapons like machine guns, two handed axes. and flame throwers through eight starting levels but then four more levels await your undead soul.

Collect magic potions that grant you special abilities like visions into the future, invisibility, super jumps and many others!

Begin in the paradox between universes where you select from four beginning doorways where you must slay a beast keeping you from your only goal...death.



Prepare yourself for a grueling test of jumping skills in these elevated cliffs.



These slimy water beasts attack with a scepter when our hero looks away.

# JVC

# STELLAR 7

SEGA CD

CD-ROM

JVC has been hard at work converting this popular PC classic to the brand new Sega CD. Looking at these photos, it's hard to disagree with that!

Gir Draxon, a real all around bad guy, is looking for more planets to control. He now seeks the unsuspecting solar system, Stellar 7. Bad move, dude!

Your combat vehicle is equipped with the ultimate in high powered weaponry! Use missiles that can heat seek or blindly fly forward or laser cannons that can scorch the strongest of metals!

The enemies you will face are rendered in full polygon technology that gives incredible detail and fast motion to boot!

It's just you against the forces of Gir Draxon. Do you have what it takes to save the Solar System?



From the opening demo to the action scenes. Stellar 7 is all excitement!



Combat Draxon's advanced forces in your ultra-powerful combat vehicle.



regularly \$59.99.

Best seller during the Holidays! A definite "can't miss" title! With coupon \$44.99. regularly \$49.99.



A great accessory for the Super Nintendo System. With coupon \$49.99,

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Super Set NOW \$139.99!



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# BOMBERMAN '93

TURBODUO 4 MEG

T.T.I. has picked up the rights to this awesome sequel to one of the most popular puzzle games ever to hit the Turbo.

At the title screen, choose from a variety of options that include a one player normal game, a five player battle game, or link up two TurboExpresses for great portable action!

The object is to strategically place bombs to wipe out boulders and enemies. Certain boulders contain power-ups like speed-ups and larger bombs. You must continue to bomb everything until you locate the exit warp.

The real fun is the five player game where you and four other friends compete to stay alive and gather up the points.



The abundance of power-ups include speed ups to move you along quickly.



The bombs can get bigger and better as you collect more bomb icons.



Five players are set in an arena and only the strong can survive the odds.

#### **NINTENDO**

# YOSHI'S COOKIE

NES

1 MEG + 512k

CARTRIDGE

Nintendo's latest trend seems to be puzzle games that focus on the Dr. Mario and/or Tetris theme. Yoshi's Cookie is a new puzzle game starring Mario's famous dinosaur buddy!

The object is basically the same as many other puzzlers. Catch the falling pieces and organize them so they clear out a row of four simultaneous shapes. As you clear out the shapes, a meter fills up and you can win bonus points and other prizes.

Plug in a second controller so you and a friend can simultaneously compete in these high energy games. Challenge each other in speed games to see who can complete more lines first or just have a simple catch-all game.



Here in round 7, the play pieces fall in very unpredictable patterns.



Two players can battle it out for points or just good 'ol bragging rights.

# NINTENDO

# YOSHI'S COOKIE

## GAMEBOY

1 MEG

CARTRIDGE

And now, for those who feel they must have the comical antics of Mario and Yoshi wherever they go, Nintendo also introduces Yoshi's Cookie for the GameBoy!

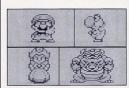
Featuring many of the same play mechanics as the NES version, you and a buddy can video link your GameBoys for head-tohead excitement!

The lack of color doesn't detract from otherwise smooth game play! You and your opponent can catch the falling pieces and match them up with similar pieces in the existing rows. Wipe out as many as possible to fill up a meter displaying the kinds you've cleared.

After filling the meter bar to the end, you or your opponent can receive power-ups and a plethora of bonus points.

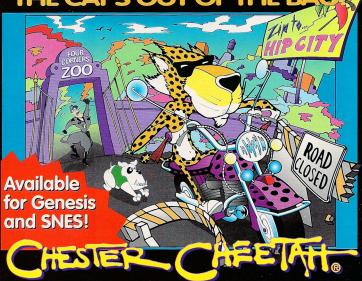


Think fast! This game plays even faster than the other puzzle games.



Choose your playing character from the ever popular list of characters.

# LOOK OUT!!! THE CAT'S OUT OF THE BAGE



Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scram, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a \$5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!

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For use on your Super Nintendo Entertainment System. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. #1992 Nintendo of America Inc.



Hey Dude, get a load of this! When Chester looses his cool he geeks out. What a Cat!



Get A Life! This "Mean Eugene, the Zoo Keepin' Fiend" just won't give up.



Multi-levels of play, special graphics and effects don't get much cooler than this!



Ya Baby, this is an adventure you just don't want to miss.

Kaneko USA, Ltd. 1370 Busch Parkway, Buffalo Grove, IL 60089 Phone (708) 808-1370 Fax (708) 808-1375



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2 MEG CARTRIDGE

Kid is just a simple clown who has had tragedy thrust upon him. He and his family were travelling to the next town to perform their act when suddenly the evil magician. Night Mayor, appeared asking Kid to help him open a vault.

Since Kid refused, Night Mayor kidnapped his family and now Kid must find Night Mayor to rescue his family from harm.

Kid must venture through a series of comical levels with balloons as his primary weapons. Pick up treasure boxes to get heart power-ups and invincibility icons. If Kid can collect enough strawberry chips, he can play a bonus game to receive extra lives and more hit points!



At the end of Stage 1, Kid must defeat this porcupine boss to continue.



Collect enough chips so Kid can play a bonus game and get power-ups.



Find special containers and open them to find a special power-up treat!

# MINDSCAPE

# CAL RIPKIN JR. BASEBALL

GENESIS

CARTRIDGE

Future Hall of Famer Cal Ripkin Jr. has officially endorsed this uncoming baseball game! You can select from 16 teams including an MVP and an All Star Team. This game is not licensed by MLBPA so all the players are fictional, except for Cal.

Choose your starting lineup and field formation and head out to play ball. Standard fare batting and catching is offset by spectacular cinemas that show the close call action up close. These cinemas include the run for first base the outfield catches, the slide for home, and many others!

Play for the fun of it or compete in a World Series Championship and win the pennant race with Cal Ripkin Jr. Baseball!



Heeere's the pitch! Adjustable power lets you hit the ball where you want.



In the blistering run for first base, you will be treated to a close-up view!

# KONAMI

# ZEN: INTERGALACTIC NINJATT

UKN. MEG

CARTRIDGE

Fight the insidious forces of environmental terrorism as you play Zen: Intergalactic Ninja!

Select from one of four starting stages like the Toxic Factory, Forest, Off Shore Oil Rig, and the High Speed Railway! Before you embark on your journey to stop Lord Contaminous, you will be informed of your mission and how you must complete it.

Use your trusty staff to toss your foes around while you seek out the boss in each area! For instance, in the Toxic Factory Stage. Zen must rescue the workers who are trapped by fire!

Zen can also play in a bonus game where must knock the trash into the proper recycling bins! Konami has put together a game for everyone to enjoy!

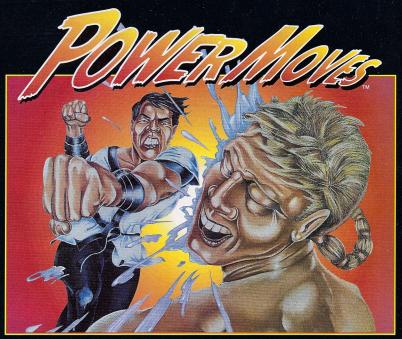


Stop Garbageman from spilling his nuclear waste in the railways.



Knock the trash into the recycling bin to receive more life points and items.

"Zen: Intergalactic Ninja" and all of its allied, associated and idemarks are owned and licen 1993 Zen Comics, Inc.



# Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action.

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The action is furious as players kick, jump and punch to victory.



The crowd roars as the Victory sign is flashed.



Special sound, video effects and 3-D screens add to realism.



Weather and seasons change during game play.

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# SHINOBI 2

GAME GEAR | 2 MEG | CARTRIDGE

The infamous cloaked warrior, Joe Musashi, is back for his second portable adventure!

This time our hero must take on the Silent Fury, a gang of ninjas who have stolen the four sacred crystals.

In each of the stages, you must retrieve the various crystals from the factory, building, castle, and the canyon. Afterwards, you must face the Silent Fury in the mysterious fifth stage!

Joe hasn't rested since his last adventure! He has brushed up on his sword and magic spells. One new spell gives him the ability to teleport back to the beginning of a stage again!

Shinobi's portable adventure takes off to new heights!



Cannon balls roll from these ports and explode when they come near Joe.



What game would be complete without an abundance of power-ups?!



A rival ninja awaits your challenge as you approach the pink crystal.

# ACCLAIM

# **GEORGE FOREMAN'S KO BOXING**

NES

UKN. MEG

CARTRIDGE

Take on 12 of the toughest opponents in boxing as you fight with George Foreman on your side. The unique over-the-shoulder perspective puts you face to face against your hairy, sweaty boxing opponent.

You can use a variety of powerful punches to win the title. Simple jabs to the head, uppercuts, body blasts and super techniques can knock nearly one quarter off your energy! Don't just stand there and get pummeled because you can block or duck underneath many of the two-fisted fury assaults that come your way.

The power meters in the bottom corners tell all. They indicate the power of your punches and how much stamina you have left before you fall onto the canvas.



A punch to the head should make this guy wish he had an easier opponent.



Down for the count! This was an easy round but they sure get tougher.

# DTMC

# SUMO FIGHTER

GAMEBOY

UKN. MEG

CARTRIDGE

Don't you just hate it when you're spending some quality time with your girlfriend and suddenly some thug comes along and kidnaps her? Well this dude just isn't going to take it!

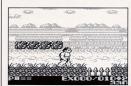
Sumo Fighter is a comical action game where your fighter utilizes punches, kicks, and sumo throws! The enemies are hilarious as they attack you with common items that they find on the street!

You receive experience points for each opponent that you defeat. This points build up your levels in three categories; punches, speed, and life!

Play through the stages which are all set in a Japanese atmosphere. Your girlfriend is in trouble and only you can save her!



Your properly pumped-up body has no trouble tossing your foes around.



Many hazards await you like spears that rise from the ground as you pass.

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**№** 64 H RAM

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**≯** 1-4 PLAYERS

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Big Nose Freaks Out	Camerica
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Dragon Warrior 4	Enix
Break Time	FCI
Hillsfar	FCI
Ultima 5	FCI
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Super Widget	Atlus
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SD Great Battle	Bandai
Toxic Crusaders	Bandai
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Shadow Run	Data East
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Fist of the North Sta	r ElectroBrain
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Amer. Gladiators	Come Tel
Humans	Game Tek Game Tek
	Game Tek
Jeopardy	Game Tek
Kawasaki Chall.	Game Tek
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Tom & Jerry	Hi-Tech Exp.
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Super 3-D Football	Hudson
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Vikings	Interplay
Gunforce	Irem
Skins Game	Irem
Street Combat	Irem
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Toys	Absolute
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Predator 2	Arena
Super Hi Impact	Arena
Dominus	Ascii
Tecmo Cup Soccer	Atlus
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3rd World War	Bignet
Micro Machines	Camerica
Captain America	Data East
James Bond 007	Domark
Mig-29	Domark
Uncharted Waters	Koei
Black Crypt	EA
Blood & Guts Football	
Crüe Ball	EA
Galahad	EA
It Came From the Dese	
John Madden '93	EA
Might & Magic 3	EA
Powermonger	EA
Road Rash 2	EA
Shadow of the Beast 2	EA
The Aquatic Games	EA
Tony LaRussa Basebal	
NBA All-Star Challenge	
Roger Clemens MVP Basebal	Flying Edge
Spiderman/X-men	Flying Edge
The Humans	Flying Edge
Metal Fang	Game Tek
Wolf Child	JVC
Dungeon Master (CD)	JVC
Metal Fang (CD)	JVC
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F19 Stealth Fighter	MicroProse
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Chessmaster 2100	Mindscape
Gods	Mindscape
Outlander	Mindscape
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Keeper of the Gates Vampire Killer	Razorsoft
Capriati Tennis	Renovation
Time Gal (CD)	Renovation
	ge's Creation
Ariel	Sega
B-Bomb	Sega

	TO THE STREET
Joe Montana 2	Sega
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Streets of Rage 2	Sega
Toxic Crusader	Sega
World of Illusion	Sega
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Dolphin (CD)	Sega
Joe Montana 3 (CD)	Sega
Rise of the Dragon (CD)	Sega
Sherlock Holmes 2 (CD)	Sega
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Hook (CD) Sor	y Imagesoft
	y Imagesoft
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King of the Monsters	Takara
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RBI 4	Tengen
Steel Talons	Tengen
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Where's Waldo	THO
Sorcerer's Kingdom	Treco
Indiana Jones & Last Crusade	U.S. Gold
Strider 2	U.S. Gold
Double Dragon	Virgin
Out of this World (CD)	Virgin
Super Offroad	Virgin
Terminator (CD)	Virgin
TIDDO C	DOEV
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King of the Crusad	e ElectroBrain
Bionic Battler	ElectroBrain
Mouse Trap Hote	el ElectroBrain
Out of Gas	FC
Demonsgate	Game Te
The Humans	Game Te
Barbie	Hi Tech Expression
Rampart	Jalec
Sword of Hope 2	Kemce
Batman (anima.)	Konam
Tiny Toon Adver	tures 2 Konam
Zen	Konam
Incred. Crash Dun	nmies LJ!
T2: Coin-Op	LJI
Speedball 2	Mindscape
Xenon 2	Mindscape
Darkman	Ocean
Dracula	Sony Imagesof
Final Fantasy Le	
Hit the Ice	Taite
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Rocky & Bullwin	
Swamp Thing	THO
Titus the Fox	Titus
Empire Strikes B	
Jimmy Connors	
Robin Hood	Virgin

Predator 2

Smash TV

Bomberman '93	Turbo Tech.
Exile (CD)	Turbo Tech.
Forgotten Worlds (	CD) Turbo Tech.
Magical Chase	Palsoft/Turbo tech.
Overhauled Man 3	(CD) Work. Designs
Riot City (CD)	Hudson/Turbo Tech.
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Shockman	Turbo tech.
Samurai Ghost	Turbo tech.
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# Art of Fighting Viewpoint World Heroes

G	AM	EB	OY
			_

Absolute
Absolute
Acclain
Accolade
Activision
Arena
Capcon
Data Eas
DTMC
ElectroBrain

Arena
Flying Edge
Flying Edge
GameTek
GameTek
GameTek
GameTek
Sega
TecMagik
TecMagik
Tengen
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This listing of upcoming products is current as of November, 1992 and represents future releases announced as planned or under development.

Chakan

Dolphin Ex-Mutants

Home Alone

# **KOEI means role-playing.** And this fall KOEI continues the tradition but with a twist. Not only is KOEI releasing a hot new line of RPGs, but we are inviting you to take on the role of creating a new company slogan!

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AEROBIZ

dence in LIBERTY OR DEATH (BM) and return the kingdom of Ishmeria to peace in GEMFIRE (SNES, SEGA, IBM), take a break and come up with a

new KOEI company slogan.

The winning slogan will capture the excitement of these new titles with the intensity of past KOEI games such as: ROMANCE OF THE THREE KINGDOMS, GENGHIS KHAN and NOBUNAGA'S AMBITION.

Once you have a slogan, fill out the entry

form and send it in. If you play the role right and your slogan is selected, you'll win one of many great prizes. Now that we've offered you the role, are you up to the challenge?





Prizes will consist of the following: One grand prize G&rG/Captron \$500.00 gift certificate, five first place prizes consisting of a KOEI game library (choice of any three KOEI titles in stock) and 20 second place prizes consisting of a choice of one KOEI title in stock. All winners will receive a 1-year subscription to Electronic Gaming Monthly and a EGM t-shirt. There will also be 24 honorable mentions, each of whom will receive a one year EGM subscription and deck of KOEI playing cards.





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# Super Adventure Island For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

# Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your guest to save Jeannie Jungle
- · New dinosaurs and weapons are included to defend Master Higgins
- · Uncover secret bonus zones and hidden items for extra power

# Adventure Island For play on the Game Boy System

- · Master Higgins goes portable in this classic South Pacific game
- · Crack open treasure eggs for massive points or handy shortcuts
- Crack open treasure eggs for massive points or handy shortcuts
   Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend
- A LUCE LA ARROLL OF THE LEVEL AND ALL THE REAL PROPERTY OF THE ARROLL OF THE ARROLD OF THE ARROLD OF THE ARROLD OF

# Best From n Soft





# Felix the Cat

For play on the Nintendo Entertainment System

- · Journey through nine levels of intense animated adventure
- · Felix's Magic Bag of Tricks Provides dozens of helpful items
- · Features many character's from Felix's zany cartoon series
- · Enter hidden Magic Bags for super bonuses and power-ups

# Bonk's Adventure For play on the Game Boy System

- · Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- · Do flying head-spins and Pile-driver moves to "bonk" bad guys
- · Multiple challenges in the special trial areas for extra points

# Bomberman II

- For play on the Nintendo Entertainment System
- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- · Over 50 levels of incredibly bombastic heroics in 1-Player mode

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- 1.) From what famous Jedi Knight does Luke Skywalker get his lightsaber?
  - A. Mon Mothma
- B. Obi-Wan Kenobi C. Sir Lancelot
- 2.) Which is a Rebel Alliance starfighter?
- A. X-wing
- B. TIE interceptor
- C. Star Destroyer
  3.) Where does Luke Skywalker first meet Han Solo?
  A. In the cantina at the Mos Eisley Space Port

  - B. In the hanger where the Millennium Falcon is docked C. At Barnett College
- 4.) What is Darth Vader's other name?
- A. The Lord of the Flies B. The Lord of the Rings
- C. The Lord of the Sith
- 5.) What is the name of Han Solo's ship? A. Rapier
  - B. Millennium Falcon
- C. Enterprise 6.) What is the n
  - me of the Empire's ultimate weapon?
  - A. Master Blaster
  - B. Star Annihilator C. Death Star
- Helpful hint: The answer to at least one question appears on the Super Star Wars game

#### **GRAND PRIZE**

One winner will get to have his or her face included in Lucas Arts' next Super Nintendo adventure, Super Empire Strikes Back (working title). Just supply EGM with a clear, color photo of your face, and the genius artists at LucasArts will transport you into Super Empire to join forces with the famous intergalactic heroes of

# FIRST PRIZES

Five winners will receive a fullhead Darth Vader mask suitable for scaring The Force out of any member of the Rebel Alliance.

## SECOND PRIZES

Five winners will get the justreleased "From Star Wars to Jedi: The Making of a Saga." The video depicts the making of the "Star Wars" trilogy and is full of behind-the-scenes special effects and interviews.

#### THIRD PRIZES Ten winners will get an

official, original 100% cotton

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at Rules: All entries must be received between December 10, 1992 and February 10, 1993. EGM or LucysArts are ophibits for lost or missilended mall. One entry per person. No purchase necessary to enter





**A Classic Western Now** 



# **Comes to Television.**

# BENNDTHE SCREENS

# THE MAKING OF ROAD RASH 2

## What if?

Wouldn't it be cool if you had a favorite hobby or sport, had the talent to create a video game, and made a game that not only lauded your hobby, but let you do things in the game that you would never do in real life.

That's exactly what Electronic Arts Producer Randy Breen has done with Road Rash and the soon to be released Road Rash 2.

### What was?

Breen is an avid motorcycle enthusiast who frequently rides his Yamaha FZR-1000. "I love riding my bike," he explained, "and I wanted to make a game that added an element of action not usually found in racing games."

Saving Road Rash has an ele-

ment of action is certainly an understatement.

And in Road Rash 2, the adven-

And in Road Rash 2, the adventure gets even better.

#### What is?

Road Rash 2 is the product of a dedicated team of three programmers, five graphic artists, and four track builders at Electronic Arts, that successfully takes gonzocycling to new levels.

Breen and his crew have made a game where you can not only smash computer opponents or yourself while zinging along on a super-bike - you can now smash your best friend.

The two-player split-screen mode featured in Road Rash 2 is the most obvious improvement over the original version.

pick a
bike - your
view is on the top
half of the screen. Have
your friend pick one his view is on the bottom half of the
screen. Work as a
team, or knock your
buddy senseless with a
karate chop to the head at

90 mph. The choice is yours.
"By expanding to an eight
megabit format, we were
able to make substantial
improvements to the original
Road Rash, which was five
megabits," Breen

explained. "The splitscreen mode is certainly the most significant difference between the two games."

In two-player mode, you and a friend can race with or without the presence of computer

opponents. Breen revealed that a good way to explore the game is by playing in the one on one mode. "You can choose any bike, go to any track, and choose any weapon. The one left standing is the winner," he said.

The one player mode has also been revved up with new features. "We spent a lot of time improving the interaction between computer opponents and the driver(s)," said Breen. "The opponents in Road Rash 2 are much less predictable and much more pesky, particularly



at higher levels."

Opponents also have more distinct personalities. Some are more interested in the road in front of them than they are in you, while others seem intent on bashing you into the blacktop.

Another added feature to Road Rash 2 is the steel chain. This weapon allows the racer to wreak unprecedented havoc on his unlucky opponents. As

one would imagine, a steel chain to



Breen and other RR2 members are avid motorcycle enthusiasts.

driving rainstorm is difficult and dangerous, but doing so while an opponent is frantically trying to bury a club in your rib cage would pose a unique challenge. "The

ware just wasn't fast enough." Breen sighed.

But Road Rash 2, working within the limitations of the Genesis. seems to have struck the perfect balance between graphics, playability, and tempo.

# What will be?

With the release of Road Rash 2. the inevitable question is: Will there be a sequel to this sequel?

"So far, nothing has been signed," Breen said, "But I'm thinking about it. If there is a Road Rash 3, it

would have to be dramatically different in looks and gameplay from the first two. We'll have to wait and see."

> Meanwhile, Road Rash 2 seems destined to rocket to the front of the pack of

hot carts for the Christmas season.

Now if I could only find my black leather iacket...

the cranium will cause even the burliest biker to yield.

# What might have been

Even though Road Rash 2 is packed with improvements that clearly make it a better game than its predecessor. Breen said there's still some things he had to leave out.

"When creating a game, you're constantly making compromises." Breen said. "You have to design a game to work within the constraints of the hardware it will be used with."

"One of the guys who worked on the game owns a Harley Davidson and wanted to put that style of bike in the game," Breen said, "But if we did that, we would have had to sacrifice some other aspect of the game such as slowing the game speed or using more simplistic backgrounds.

Weather is another feature Breen would have liked to have added to Road Rash 2. Riding a motorcycle in

# THE GREATEST PLAYOFFS IN NBA HISTORY.

It's showtime. Bulls vs. Lakers & the NBA\* Playoffs."
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shooters like Bird and Mullin. Rebounding monsters like Barkley and Hakeem.



















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Mention role-playing games to any Sega player and the one game that always comes up is Phantasy Star. Not only is it the most popular Sega-RPG, but it also is the game most players want to see another sequel made. Having heard rumors this last summer that the fourth in the series was about to be started, the EGM editors packed their bags and headed out to Japan to interview the design team working on PS4 to find out the latest scoop on this super secret sequel.

Working quietly in one of Sega of Japan's R & D labs were the three main people of the PS4 development team. The head of the team is



Mr. Minoru Kanari, Manager, Consumer Products R & D Department: "Reiko" is the crew chief and "Tohru" is the head programmer and designer. Together they create the game concept, the character artwork and supervise the programming and day to day activities.

When we arrived, the development team had just finished the storyline and started working on the actual layout of the game. They expected that the game would be completed



The key people in the PS4 development team: Mr. Minoru Kanari; "Reiko" and "Tohru"...

near the end of 1993. Although the programming hasn't been started yet (they did give EGM copies of the artwork to be used in the game), Mr.

# THE EVOLUTION OF THE PHANTASY STAR RPGS

# PHANTASY STAR 1



# PHANTASY STAR 2



# PHANTASY STAR 3





#### PHANTASY STAR 4

The goal of Phantasy Star 4 is to take the best from the first three games and to go beyond anything done to date on any system. Their plans for the three main parts of this FRPG include: **BATTLE SCENES:** 

In this version, the developers plan on continuing to use the point-and-click icon fighting control, similar to that found in PS3. This has proven to be a lot simpler than anything used in the past. There also will be more background detail, and the enemy and characters will have smoother animation and more CAVERNS:

PS4 will make more use of the multi-level scrolling backgrounds as found in PS3. There will be more mazes, both underground and multi-story castletype and they will also be much more complex with

#### OVERWORLD:

The developers hope to show the above ground cities and countryside in a manner that will have more of a 3-D perspective rather than a straight overhead view. There will be three times as much area to explore, including visiting three planets, two satellites and a vet unnamed mystery area.







Kanari was able to discuss the storyline and how this sequel will tie in with the previous versions of the game.

As to the time line, PS4 will not be a sequel to PS3: Rather, Reiko stated that PS4 will begin about one generation after PS2. With PS4 so chronologically close to PS2, some of the main characters in PS4 will be related to the heroes of the second quest. Reiko states that there will be a maximum of five characters in the game. You will starf out as Rudie Ashuru and as you explore the main world you will find the other characters who will want to join you on your quest. Each character will have certain strengths, weaknesses and spe-

cial abilities.
Rudile is a
hunter and
he will be a
strong fighter
in battles.
His main
weapon is
the sword.
Later you will
find Saei
Uorushu



very weak fighting skills. The third member of your party is Fuaru. He is a neo-human and has no primary trait. His fighting ability is only average and he can cast only a couple of different spells. The fourth member of your group is Fuoren. He is an android and has exceptional

Dark Force will be

back again in PS4!



Saei Uorushu is a mystic. Her main trait is her ability to cast very powerful spells. strength and great fighting abilities. The fifth person has not been identified vet.

The game will only go on for the life span of the main characters, though. It will not continue for generations as PS3 did.

PS4 will take place in the same solar system and on the same world as PS2. However, in this version, there will be a total of 3 planets two moons and one more mystery location that will have to be explored. One of those new moons will now be circling the home world and it will play a very important part in your quest. The whole game-will be at least three times as large (explorable area) as RS2. There will be three times as many things to do in this version including exploring maze-like underground caverns.

dark, monster-infested mechanical dungeons and large castle like structures with tons of hidden rooms and surprises.

Reiko states the every effort is being made to make PS4 better than the previous versions. There will be more detail in the cities and countryside. There will be more people to talk to and more things to do and see. There will be double the magic spells and a lot more weapons to get and use. The fighting scenes will be more realistic with better backgrounds and more character animation. The easy to use point-and-click icons from PS3 will again be utilized The caves and mazes will have three or four levels of parallax, giving the overall impression of great depth.



Rudie Ashuru is a descendent of one of the four main characters from PS2.

It has been a long time since we saw a good RPG from Sega. PS4 has the potential of becoming their next mega-hit but unfortunately it will be quite a while before we see an English version. Until then, you can count on EGM to keep you informed on all of the latest developments.

# THE CAST OF PHANTASY STAR 4



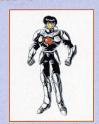
Rudie Ashuru (Hunter)



Saei Uorushu (Mystic)



Fuaru (Neo-Human)



Fuoren (Android)



TONS OF TURBO GAMES PREVIEWED INSIDE!
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DRAGON OF THE BEAST—SHAPE SHIFTER—COSMIC TANKASY 2
SHADOW OF THE BEAST—SHAPE SHIFTER—COSMIC TANKASY 2
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The battle is joined on a journey through the mean streets of South town. Fight hard as day turns to night on the Beach or Amusement Park or sea deach or Your sight hark, or as deach or Your sight he Chinese Temple. South of the Chinese Temple south of t

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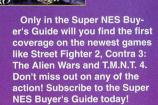
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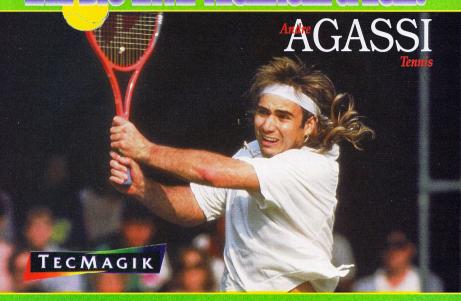
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Answer the following questions correctly and qualify to win one of the prizes below. by February 28, 1993. Be sure to include your name, address and telephone number on your entry.

- 1. In 1992 Andre Agassi won a major international tournament in which country?
- A. England
- B. United States
- 2. Andre Agassi Tennis from TecMagik features Andre's strongest shot, his:
  - A. Serve
  - B. Forehand
  - C. Backhand
- 3. Andre Agassi Tennis on Sega Genesis features which court never seen before in a tennis video game?
- A. Hard Court
- B. Clay
- C. American Indoor

# GRAND PRIZE:

One winner will receive a leather jacket with an embossed image of the "Andre Agassi Tennis" package and the TecMagik logo. FIRST PRIZES:

Ten winners will receive a copy of TecMagik's Andre Agassi Tennis. SECOND PRIZES:

Twenty-five winners will receive an "Andre Agassi Tennis" fanny pack.

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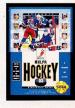
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# 1993 - THE YEAR OF THE BOBCAT!

Watch out! A certain bobcat is rearing to let its claws loose upon all Super NES owners! Enter Bubsy, a cat that will probably be a trend-setter for all forms of games as well as cartoons everywhere! Bubsy goes where no cat has gone before, and that is to 16 meg filled with sizzling animation and some of the most cartoon-like graphics you will ever lav your eyes on! Cartoony is the word, and you will get at least 20 forms of it! Every-

CLAWS ENCOUNTERS **FURRED** 

the enemy characters is presented in great detail. Bubsy delivers some of the slickoffered in a game. Not only that, but the sounds will range from a way to a cat hiss-

of what it sure to be one of the biggest blockbusters of the year! All of the sights, sounds, and animation make you feel like you're right in the center of a cartoon. Don't forget to look for some hidden power-ups while having fun (you can easily forget when playing this

for more info on the

BOXES O' FUN!



6 MEG

YARN BALLS Like the coins of other

games, these add points! AMVIL

Think like a toon and you will know where it lands!

Any sane person should know what these do!

thing from shooing birds away from your head when you get



TACKS

Step on these and you will pop! Really!

ENTER A COOL CAT NAMED

40%

DIFFICULTY

ACTION

Address: Silicat Valley, CA Bubsy Occupation: Professional Toon April 1 Birthday:

Birthplace: Catskill Mountains Age: 15 minutes older than you think!

Species: **Bobcatacis Toonacus** 

# TERRIFIC CARTGONY ANIMATION







The lands in Bubsy are decorated with many strange items. They can range from odd-looking buildings to trees with springy limbs to secret manholes that lead to more treasu... I mean more yarn balls and up to three T-shirts!

# 1-1 CHEESE WHEELS OF DOOM

Here is the best place to learn your skills. The enemies are not that tough, and the local woolies are just a bunch of stationary oafs. Look out for hidden rooms down drain pipes!



Practice makes perfect. Find out which water slides go where for fast transport!









# 1-2 FORBIDDEN PLUMMET

There are plenty of pitfalls in this level as well as hidden bonus rooms. In addition to the water slides, tougher Woolies and a hidden cave of surprises awaits you!





# 1-3 A BRIDGE TOO FUR

Watch your step, because this zone has nothing but water beneath you! Once you get closer to the end, the aquatic death lessens. Be prepared to meet a huge Woolie spacecraft!



Get ready for some saucer slapping in the final section of World 1!



THAT'S ALL FOR NOW, BUT STAY TUNED TO EGM FOR MORE ON THIS SUPER SMASH HIT OF 1989! HERE IS A PREVIEW OF WHAT TO EXPECT IN FUTURE PAGES OF EGM!



In World 2, cruise the fairgrounds and hop on a roller coaster or two.

WORLD 2 . . . . . A giant fairground Filled with roller coasters and bozos!
WORLD 3 . . . . . An old Western train Get on the train for the ride of a lifetime!
WORLD 4 . . . . . . . A forest river Ride a log and face the river perils!

WORLD 5 . . . . Treelimb-hopping forest

Well, do you need to know more?



Watch out for the crockogators that will go after your raft in World 4! Electronic Gaming Monthly

MANUFACTURER

MACHINI

**JANUARY** 



# IT'S A SMALL WORLD AFTER ALL!

Poor old Pluto has been kidnapped (or is it dognapped?) by the evil Emperor Pete and is going to get a curse put on him if Mickey doesn't find him in time. Get ready for one of the most graphically impressive games that ever hit the Super NES! This animated adventure features six\* beautiful landscapes filled with Disney-related creepies that will do





Lets see va get to me in this land!

their best to lay you to rest! Strap on special suits with magic abilities to help you in your search for Pluto. Spray the enemies with a hose, toss items or throw magic fireballs at every nasty you run into! The graphics do Disney supreme justice, making you feel like you're in one of their animated movies rather than just a

cutesy action game! The animation is top notch and is filled with some incredibly hillarious overtones. Stay tuned for more on this great cart!

# CHECK OUT THE MANY FACES OF MICKEY!



# Mickey can grab

items or enemies and give them a good spin toss!



# FIREMAN MICKEY



Hose down the buggers with a blast of concentrated water!



#### MAGICIAN MICKEY

You now have magic fireballs that have three intensities!



## CLIMBER MICKEY

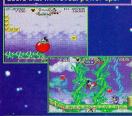


Mickey is given a suit that can latch onto ledges or grab items!



# TREETOPS

Practice for a bit in this level, here you can find some special hidden doors that will reveal power-ups!





This snake has sections that come off each time you nail it in the head.

This massive bird will fly at you head on or drop small birds or egg yolk on you.





Don a climbing suit and head up the mountain. Watch out for the wind tunnels and other obstacles!

PETE'S PEAK

# DARK FOREST

Grab the Magician outfit and blast everything in sight! Swim through the tree sap and get to the end!





Watch out for this rotating spider that charges at you while shooting webs!

This cool boss skates and flips on the ice halfpipe and spits snowballs at you!





Should you slip on your firesuit (hey, I made a funny!) your water can freeze to form steps!

100 MO11110 A 1110

# FIRE GROTTO

Don a climbing suit and head up the mountain. Watch out for the wind tunnesl and other obstacles!





Use the hose to cool down this creep. He sets the platforms on fire for a hotfoot!

Emperor Pete is ready with magical firepower and spells just for you!





Here's the final showdown! Fly on magic carpets or climb your way up to Pete. Watch for false doors

PETE'S CASTLE

# COURS COURS

# CONGO BONGO

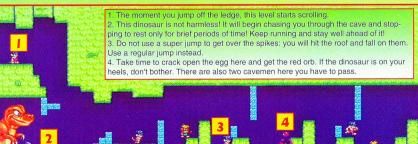
While the little apes were doing whatever it is apes did in prehistoric times, two strange red orbs dropped from the sky. Two apes, not knowing what they were, touched them. In a flash, the two evolved thousands of vears ahead of the other chimps. They were Congo and a girl. Suddenly, a little demon swooped down, stole the girl and changed Congo back into his original form. This made Congo very angry, but what could a chimp do? His prayers were answered as another red orb fell, and soon Congo began his quest to get back his lovely mate!

Data East does it again with another caveman-type action game. Congo's Caper! Unlike the previous Joe & Mac. Congo sans the two-player simultaneous mode (but two people can still play, just at different times). The enemies are also an improvement: not only do dinosaurs appear as adversaries, but four deadly scoundrels each with special destructive powers stand in Congo's way as well. Congo must traverse each world these meanies are rulers of in order to find his mate, and he can select any area he wishes! But don't think Congo is immortal: his advanced state is limited to one hit. If he does take a hit, it's back to his chimp form!

To change back into his advanced form, crack open the red eggs along the way and find the red orbs! If Congo collects three of these red orbs without taking a hit, he is Super Congo: he can hit harder, jump higher, and every red orb he collects thereafter in his super state gives him an extra hit point, up to three maximum: every orb gathered after that gives Congo an extra life! Congo is armed with a club and a super jump to smash his enemies - as he has in his chimp form! But remember, Congo can only do it with your help. so help solve Congo's Caper!



; <b>!!</b>	MANUFACTURER  DATA EAST	SUPER NES	MODERATE	AVAILABLE 1993
E	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	ACTION	60%







These are the four worlds Congo must pass in order to win back his mate. Match the numbers above to the ones on the right for a peek of each!



1: Run as fast as you can to avoid the ball that flattens everything in its path!



2: Swim carefully, avoiding the sawfish and spikes while the water rises!



3: Jump from sinking column to sinking column while dodging enemies!



4: Ghosts are here! Touch the bulb to flash a light and make them vanish!







Attacks with a mechanical dinosaur and later in a flying saucer!

grappling hook to swing at you as he



# VAMPIRE

This blood sucker attacks with a horde of his hunary vampire bats!



5. More enemy cavemen meet you 7. You're out of the cave, but it's not over here than earlier in this level. vet! The dinosaur that chased you must 6. If you have the time, try and get now be defeated! He is rather simple to the red orb. If you are Super Congo, beat, though. When the evil cave men walk toward you, hit them once to stun use a super jump, if not, stun an enemy caveman and roll him under them, then roll them at the dinosaur! This the orb. Then jump on his head! will knock him out fast!

# TO THE. VICTOR GO THE SPOILS!

After a rough day of hunting food for their families. Erik the Swift, Baleog the Berserker, and Olaf the Stout settle down for a peaceful rest. Suddenly, a huge U.F.O. appears in their village and abducts the trio. Little did they know that they are about to become a permanent collection to the evil Crutonian ruler. Tomator.

Tomator plans to trap all unique life-forms and add them to his gallery. But he didn't plan on three of his life-forms revolting!

In The Lost Vikings, you take control of three daring Vikings as they plan their escape from the U.F.O..

F	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	INTERPLAY	SUPER NES	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
15	8 MEG	35+	PUZZLE	90%



only to find themselves tossed into a different time era each time they open a door! Take on vicious dinosaurs in prehistoric Earth, space aliens on the spaceship, and kooky pharaohs in the ancient and mysterious Egyptian pyramids!

The liveliness of the Vikings comes alive through text balloons filled with humorous personalities. They crack jokes at each other while their slapstick humor will keep you playing for hours.

Erik, Baleog, and Olaf need your help to escape the Crutonian ruler and safely return home to their lovely Viking women.



#### Gives your Viking another hit point marker.



Flame Arrows toast the strongest foes with one shot.



Anti-Gravity Boots let you stick into low gravity floors.

# Power-ups and Items!



Question Blocks offer advice when you need it.



Bombs are used to blow up key areas of the ship.

## Returns full hit points to your wounded Viking



This icon wipes out all

the enemies

on the screen.

The Switch Boxes can turn traps on and off.







Olaf the Stout is the defending character. His shield can block any assault and he



hang glide to safety. He is the slowest character but has very high stamina.

can use it to













arrows and swipe with his sword, but he cannot jump or defend him-

Baleog the Berserker







Erik the Swift is the quickest of the Vikings. Although he can jump very high, he has no offense or defense to



use against enemies. His headbutt technique can

crumble walls











- Keep away from this meat grinder!
   Press this button to turn off the laser.
- 3) Dodge the blasts from the cannon and grab the Yellow key.
- 4) Insert the Yellow Key in the keyhole.5) Step inside the transporter and
- press the 'A' button to activate it.
- 6) You will end up in a new location.

## Egyptian Pyramids

Enter the mythical Egyptian pyramids where ancient Pharaohs have booby-trapped their burial sites to warn off intruders! Face new foes and learn some new techniques.

- 1) Baleog's arrows can trip this switch to make the floor (a) drop.
- 2) Once again, shoot this switch to drop the floor (b).
- 3) When Baleog shoots this switch, have Erik run to the other side before the wall drops down again.
  4) Make Erik pull this lever to raise the door, place a floor (c), and let your comrades safely pass through.
  5) These guards attack with ferocity.
  6) If Erik headbutts this wall, it will reveal a secret passage to collect flaming arrows and another hit point marker (7).

## But wait! There's more!

Each new stage puts the Vikings in some mind-bending scenarios. They will head back in time and face hungry dinosaurs and spitting snails!

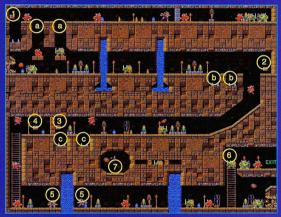
Lava pits and flowing waterfalls present unique dangers as well!

Enter damp caves where the only light comes from the lava flowing toward you. Not even Olaf's shield can stop this catastrophel Search for hidden rooms that reveal shortcuts and intense power-ups. Look for these and many more levels as you help The Lost Vikings return home.

7) Erik must use Olaf's shield to give him a boost to grab the Gravity Boots.
8) Have Erik equip the boots and run to switch off the gravity control module.
9) Now Olaf and Baleog can battle the sentry guards and make it to the exit!
a) If hit points need to be rejuvenated, poick up the apricot to give them a boost.

## The U.F.O. Experience

Hurtle through space in the U.F.O. stage where players begin their quest. While not difficult, there are plenty of challenges that await our Norfolk friends. You will meet space aliens that offer advice and enemy robot guards protecting their ship. Throughout the four stages that comprise the U.F.O. level, you will find an abundance of fruit to charge up your hit points. A lot of backtracking is needed to disarm laser traps and avoid impending doom, while guiding Erik, Baleog, and Olaf to safety. Here is a guide to completing the last section of Stage 1.





Space aliens will offer clues on how to disarm traps and get away safely.

Teamwork is the only way to get through some tough situations in Vikings!

## **EUFERNES** INI THE SCAVENGER HUNT

THE ANIMATED ADDAMS FAMILY

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	OCEAN	SUPER NES	MODERATE	1993
CH	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	50%

## ITEMS & MOVES

100 = One bonus life.





1UP: Gives you an extra life

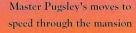






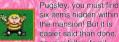






## JOIN THE HUNT!

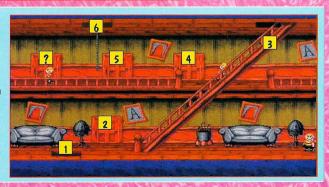
The Addams Family is back for the ultimate scavenger hunt! As little



as your fellow family members have taken steps to make things difficult for you. They have stocked their rooms with many dangers and have hidden the exits and passages! You start with four lives and a heart meter with three hearts: each hit vou take removes a heart. When all three hearts are gone, you go six feet under! You are simply armed with your running and jumping skills, and your intelligence to solve the puzzles in the rooms! So join the Addams family... if you dare!

## The Addams Mansion

Welcome to the Addams Family scavenger hunt! Through these six doors (and one mystery room) you will find the following items: Octopus Ink, Moldy Cheese, Spider Venom, Dragon's Fire, Normal Underwear, and the Magician's Gloves! Match the numbers on the map here to the ones on the other page.



100 H B Production Co., At Plants Belowed, Based on the characters created by Glaudes Roars, TM open sizes a teleprosit of Allographic Biological

## MORTICIA

## BASEMENT:

Boy, it's dark down here! You can see very little in front of you so you don't know what's coming! Go slowly here, watching for spikes, blobs that drop from above, and lethal bubbles!



Proceed cautiously - you are limited as to what you can see ahead of you.



To beat this pesky pendulum, jump on the platform then wait to jump over it..

## MORTICIA: Some say Morticia is cold, but this is ridiculous! Watch

Some say Morticia is cold, but this is ridiculous! Watch your step on the floors - they are slippery, as are your adversaries. Several blocks must be hit in this area for staircases to appear!



Hit the blocks (circled) and a staircase will appear to speed you on your way!



If you hit the secret blocks, you can enter the dollar room for big bonuses!



## WEDNESDAY:

Upstairs you'll find your loving sister's room. The entire stage is presented in a crystal ball with her leering at you! Several armored knights await you here, as do fireballs and spikes!



Don't jump too high or you won't get passed the hanging spikes!



Ride the guillotine to get the question mark - you can't pass the wall without it.



## UNCLE FESTER:

There are many experiments loose in Fester's lab, and you must pass them all to get your item. Watch for hidden paths, flames that push you up, eyeballs, dropping acid and flies!



Grab the first question mark, not the second, to get the dollars underneath!



Hit these green blocks from below to make a path out to the upper left.



## GOMEZ:

The potty's over when you enter this giant bathroom! There are many chains to climb and nasties to watch for! Yellow blocks are the key here: hit them from below to dissolve walls!



You can't kill these killer crabs; just avoid them by climbing the chains!



You must get all the question marks before you can get past the yellow wall.



## COUSIN IT:

Climb the rope and It's off to the attic, which is infested with mice, missiles, cannons, bats and various explosives! Some of these can be used to your advantage - like wrecking walls!



Ride the cannonball to force it down in order to smash the yellow wall or blocks.



You can enter some of the rooms by simply running through the walls!

# **EUPER NE**

## TV LISTINGS - FRIDAY

10:30 p.m. shows: NBC - The Tonight Show ABC - Nightline COMMUNITY ACCESS CHANNEL Wayne's World Special. Tonight, the dudes discuss their strange experiences when sucked into a video game rated as the worst game for this week ....

you've seen their movie, now play them on your Super Nintendo! It's Wayne's World, the video game! While playing the worst video game

of the week, Zantar the Gelatious Cube, GARTH

Wayne and Garth are suddenly pulled into the game! Then a purple mass takes Garth away and Wayne is left to fend for himself inside the warped video world. His weapon: an

electric guitar that belts out music which destroys the enemies. However, targeting those enemies is an entirely different story: they take the shape of guitars, tubas, old cameras, disco balls. Styrofoam cups. sugar

even kazoos! Wavne must run through each level, searching for the exit. He can power up his guitar weapon with a variety of items



including amplifiers and electricity. and the power-ups become more powerful with each level! Wayne starts each game with five lives and five life points. Each hit takes off a life point; lose five life points and lose a life! However, extra life points can be found in some of the levels! With amusing graphics, excellent voice digitation and sound effects, not to mention truly rockin' music, Wayne's World is a blast! Party on!



DISCO INFERNO: This totally uncool Disco Ball fires lasers in all directions!



My friend . . . NOT! This bogus boss shoots lasers and quided shots!



In the donut shop: Many hazards here include the attack of the Fruit Loop Man!





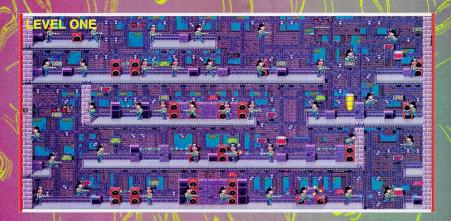














Twang your guitar to fire a deadly sound bolt at your foolish foes!



ARROW: Schwinnnng! Eliminates all the baddies on screen!



AMPLIFIER: Adds more wattage to your guitar for more power!

## THE CONSTITUTION OF WAYNE'S WORLD:

...THE RIGHT TO BEAR GUITARS!



FAST: Grab this item and you can strum your guitar rapidly!



THUMBS UP: Adds more energy to your life meter! Excellent!



ELECTRICITY: Makes your sound blasts travel up and down!















sell and trade items!



Don't jump onto the plungers or they will explode instantly!



and you will soon be rich!



If you run into this guy it will cost you a nickel or your life!

## DON'T FOOL WITH COOL!

Welcome to COOL WORLD, a land inhabited by cartoon characters called doodles. They all have bad attitudes and a yen for vice. The boys at Ocean have taken this summer's animated yawn-fest and turned it into a fairly decent video game. The graphics are impressive and the game play is unique in many respects! This is one game that really takes advantage of the Super NES' capabilities. Step out of your ordinary world and help Deebs get a grip on Holly, stay out of jail, and set things right once and for all in a place that the coolest of the cool call COOL WORLD!

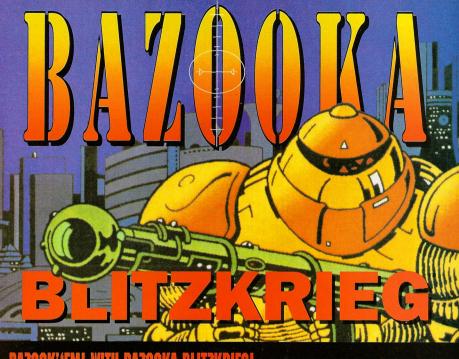


## THE BIG COOL WORLD CASINO!

PURE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	OCEAN	SUPER NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	60%







## BAZOOK''EM! WITH BAZOOKA BLITZKRIEG!

Sylon Inc.'s mainframe was on the blink. A rogue computer virus planted by industrial terrorists had done the job nicely, unleashing thousands of Sylon's top-secret XT7 Cyborg-Commando Fighting Machines on the helpless population. There was just one hope. Armed with the Super NES Super Scope you must battle your way into Sylon Inc.'s tightly guarded computer complex and vaporize the malfunctioning mainframe!

The exciting new Super NES Super Scope™game is here! And this devastating advance in technology is aiming to blast Bandai's Bazooka Blitzkrieg™to the top of the charts. So when it comes to blowing away the competition, we've got only one thing to

## SAY, BAZOOK''EM!













## THEY'RE BACK!

Los Angeles cops Riggs and Murtaugh, along with Internal Affairs offi-



cer Cole, are back on the silver screen and blasting onto the Super Nintendo! As Riggs, you must fight

through five levels of criminals and bring down the bad guys! Riggs is armed with his trademark 9mm Beretta service pistol

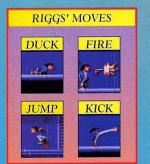
with six shots per clip. If Riggs gets triggerhappy and runs out of





into a lethal weapon! In addition to being a class-A shooter, Riggs can jump, swim,

and ropes as well as destroy his enemies with devastating kicks!



## THE MAIN POLICE STATION



## 1. THE BOMB SQUAD



Search for criminals high above the city! Jump over gaps appearing in the floor!

## 2. KIDNAPPING



Press buttons in the tunnel to make floors magically appear over the holes!

## 3. NARCOTICS

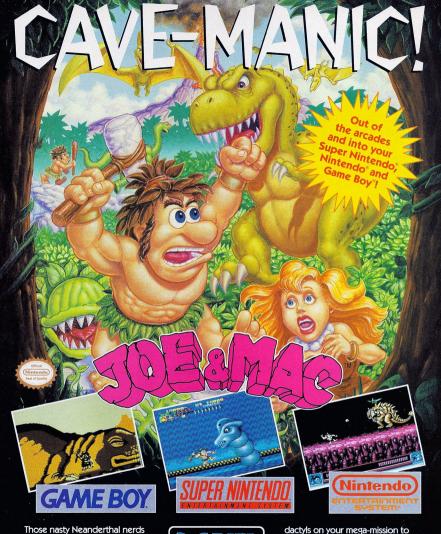


The crime takes place at the docks, but later moves to a shipping freighter!

## 4. PLAIN CLOTHES

Riggs must swim and jump his way through these underground tunnels!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	OCEAN	SUPER NES	MODERATE	1993
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	5	ACTION	30%



Those nasty Neanderthal nerds have kidnapped the cave babes and it's up to Joe & Mac to get 'em back! Risk raging rapids, runaway boulders, tyrannosaurs and ptero-



, tyrannosaurs and pteroDATA EAST USA, INC.
1850 Little Orchard Street, San Jose, CA 95125
Jos & Mac TM & © 1992 Data East USA, Inc. Game Program © 1992 Eith Systems Usd. Microbios. Minimodo Entertainment System, Game 80, a

dactyls on your mega-mission to bash the bad guys and race to the rescue!

There's no time to lose—so grab a game and kick some dino-butt!

## K()KNIA

SUPER NES | MODERATE

**SPORTS** 

NOW % COMPLETE 100%

## HANG GLIDING

FURERNE



Soar like an eagle over the ocean, and drop water balloons on targets

The dolphins will blow you higher into the sky, bomb them for points!





## *RODY BOARDING*



Ride the waves on your body board. Spin, flip, and turn vourself over to win this event.



## **RADICAL DUDE!**

Grab your jet ski and your skateboard and get ready to conquer the coast with California Games 2 for your Super NES. This enhanced seguel contains five action packed events. Play alone or compete against eight other players. It takes practice and skill to become the California champ! Are you cool enough to mess with the best?

## SKATE ROARDING





Hand plants and rail slides are a good way to net points, but avoid walls!



Do a loop-to-loop to get an easy 900 points. Keep it up for a 1000 more!



At the end, dodge bathers, and mermaids to achieve total point velocity!

## SNOW BOARDING



In this event, you first ride your board down the slope, while jumping obstacles.

When you get to the half pipe, do moves such as an aerial to score big points.





Then, travel farther downward until you reach the beach, and the babes.

## IET SKI

Jumps will get you far, and if you go fast enough, a lot of points!





Dodge the rocks, otherwise you'll be dumped into the churning surf.



points for an



## **POWER-UPS**





GRAPF- Invincibility





CHERRY- Flight





ORANGE- Bombs





I IMF- Kills all enemies

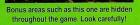


## WESTICANS UNITE!

Under the cruel grip of the Kiltish Empire, the people of Westica have brave warrior Storm, a revolution is brewing against the Kiltish forces. defeat Skuliagger, the evil being the Westicans. As Storm you must

work your way through seven tropical levels, with three zones in each, in every corner, but power-ups such as Sea Grape will help you combat the evil take on Skuliagger!







Escape with Skuljagger's sword through the city streets and the warehouse.



Skuliagger has come to get his sword back.



Dump the valuable gemeralds into the sea while on the Kiltish freighter.



A giant and vicious snap rat has followed you ashore.



Rescue your father from the dark confines of Skuljagger's terrifying prison.



Skuliagger is back deadlier than ever!





## CLASH OF THE TITANS!

BUPER HEE Climb into the cockpit of a giant robot and pilot your way into battle against the deadliest mechanized foes in the universe. This game is probably the best the Super Scope offers to date. The graphics scroll in blazing speed with awesome bass-sounding explosions! The game play is very cool as there are several special weapons you can pick up. Each mech you face has a different kind of attack, so you have to adjust yours accordingly. Charge up your lasers and get

ready for the duel of the century!



Fire an energy charge toward this mean ST's weak spot when the doors open.



Higher level STs are very hard to hit because of their intense shield power.



Take this monstrous mech apart limb by limb and blast his weak spot.



The ongoing dialogue keeps the story interesting and exciting while you play.

## STANDING TANK SPECIAL ITEMS

At random, you may obtain one of these items from a beaten enemy. However, the selected weapon may only be used once per round.

Bi	вомв
	high damage y. 1 per stage.
	CURSOR

PLASMA BOMB

Use 100% gun charge energy as a bomb.

Beams automatically hit onscreen enemy.

HOMING LASER

Appears onscreen for easy enemy targeting.

SHIELD Shield protects you for a limited time.

V-SYSTEM Increases power and speed for a short time.

## S.T. PROFILES

There are several robomech soldiers to contend with. Below are the first three of the ten you will face in combat.



## GARAM

HEIGHT 7.55meters WIDTH 7.35meters WEIGHT 21.000kg Max Speed 135km/h



Madal GSR 1,900kg Madal GSX 1,250kg



## SCARAB

GUIDO

HEIGHT 8.00meters WIDTH 7.35meters WEIGHT 98,700kg Max Speed 90km/h



Engine Eratos FS-V 2,900kg

Pilot

IKHNATON





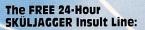
LORCA IEIGHT 9.4meters WIDTH 5.00meters

WEIGHT 22,700kg Max Speed 125km/h

Engine AVG Pegasus 2,330kg Pilot

LORCA

## THE SKÜLJAGGER INSULT CONTEST!



1-800-544-5524

Don't miss your chance to hear Super Nintendo's newest and hottest superstar--Captain Sküljagger--as he dishes out a string of his patented insults!

It's a FREE number. and Sküljagger is standing by 24 HOURS A DAY, ready and willing to insult your pathetic gaming skills, your heinous pimply girlfriend, your

The Sküljagger Insult **Contest:** 

> It's your chance to strike back at Sküljagger!

All you have to do is create your own best insult (50 words or less) and mail it to:

SKÜLJAGGER INSULT CONTEST 11099 DEERFIELD ROAD CINCINNATI, OH 4524

cheese-ball clothes, and every other aspect of your snivelling, worthless existence.

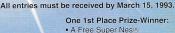
That's right, he's talking to YOU.

And in between withering insults, Sküljagger might even give you TIPS to help you discover tons of hidden stuff in the amazing new Super NES game, "Sküljagger: Revolt of the Westicans.'

That is, if you're not too brain-dead to figure them out, you miserable pus-filled imbecile.

Can you handle it? Can you handle the killer Super NES game, you spineless pantywaist? Are you big enough?

Remember, it's 24 HOURS A DAY, and it's FREE... because Sküljagger wants you that bad, you contemptible worm!



- · A Free copy of Sküliagger: Revolt of the Westicans
- · A Free 2-year subscription to EGM
- · A Sküljagger t-shirt

## Three 2nd Place Prize-Winners:

- · A Free copy of Sküljagger: Revolt of the Westicans
- · A Free one-year subscription to EGM
- · A Sküljagger t-shirt

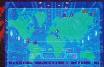
## Ten 3rd Place Prize-Winners:

- · A Free one-vear subscription to EGM
- · A Sküljagger T-shirt

PIG-SLIME!

GREETINGS,





Here is the map room where you receive all your missions.



This is the terrorist base that you are ordered to destroy.



Red alert! The dreaded wolf pack is swarming in for the kill!



Defend the huge oil rigs against armed intruders

		-		~
	4			
	 <u>-</u>			
			_	
(ep.) 8	- 11		9 (6)	E is

The battleship will shoot depth charges and sub torpedoes!



A roque paramilitary group has hijacked a destroyer!

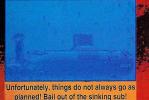


This giant squid is not fooling around. Take him out quick!



Look through the Super Scope and shoot down attacking jets!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	HI TECH	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLET
	8	5	ACTION	95%



## THIS IS NO PLEASURE CRUISE!

Welcome to the Red October, the the Russian fleet. As Captain Ramius you will defect to the United States and begin conducting missions for the Americans. You will have to be clever because the Red

October will be desperately out-

The game has good control, and switching between the Super Scope and the joypad is an interesting way to mix things up. Your adventure is filled with stirring graphics and music. This is an exciting addition to the Super Scope collection. So batreal action under the sea!





## "Nice Shot."

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.











## Jimmy Connors BURER WES









You will need to build a trophy case if you continue to win the tournaments!

## SELECT TOURNAMENT



Choose the tournaments you wish to play in and rack up those points!

## RIGHT UP YOUR BACKET

It had to happen sometime ... a great player like Jimmy Connors just had to have his own tennis game. As it turns out, he's now playing on the Super NES. PRO TENNIS TOUR serves up one of the best concepts ever seen in a tennis game. You can choose to play as Jimmy Connors or any of the other pro players on the circuit (everyone has a different

ing style (i.e., a wild backhand.) Tour the International tennis circuit by choosing the tournaments you wish to attend. Many games are held at the same time so you must choose wisely. The object is to get points by winning matches. Your world rank is based on the number of points you rack up. Different trophy screens appear when you win tournaments. If you feel the need to practice, the coaching feature proves quite useful. Tennis anyone?

strength and weakness to their play-

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	<b>UBI SOFT</b>	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SPORTS	100%



Indoor tournaments are fast and furious with great sound.



The grass courts are slower and give shallow bounces!



Try the fast-paced challenge of the outside hard courts!



Higher bounces and shorter volleys thrive on clay courts!



It's snow! Would you believe an outside arctic court?



Test your skill on unique desert courts made of sand!



Between games you can view the stats on both players.



Your coach can help you get back in the swing of things!

## TAKE A HINT

- 1-900-288-4468-HINT

95¢ for the first minute, 75¢ for each additional minute.

It's simple: play better, SCOTE more, Win faster.

For quick in-depth help on all the games listed below,

call the Electronic Arts Hint Line. Easy.

Hints Tips Passwords



Coming Soon Top of the Charts

Try out EA's 900-number and receive a \$5.00 discount on any EA game.

Just press 7 at the main menu. (Promotion ends March 15, 1993.)

Hints and tips available for the following Sega Genesis, Super NES and PC games:

Black Crypt"

Bulls versus Blazers and the
NBA® Playoffs"

Bulls versus Lakers and the
NBA® Playoffs"

Desert Strike"

Galahad"

The Immortal"

IHX"

The Lost Files of Sherlock Holmes
Might & Magic\*: Gates to Another World
John Madden Football\*\*/92 and '93
NHLPA\* Hockey '93
Rampart\*\*
Buck Rogers\*\*:
Countdown to Doomsday

Rings of Power\*\*
Road Rash II\*\*
Shadow of the Beast 2
Team USA Basketball\*\*
Lotus Turbo Challenge\*\*
Starflight\*\*
Starflight 2\*\*



Hotline requires a Touch-Tone telephone and is only available in the U.S.
Call length determined by user, average length is four minutes. Messages subject to change without notice.

Has an explained between the manufacture of the participate (III Ministed, Saper Ministed Section and Saper Hill see as explained between the difficulty of lamborate (III Minister) and Saper Hill see as explained between the difficulty of lamborate (III Minister) and the section and finded inscription. High restriction of the section and finded inscription (III Minister) as transformed of these different finded inscriptions (III Minister) and the finded inscriptions (III Minister) and the finded inscription (III Minister) and th





Here is a map of all the Hockey Meccas you will be visiting during the season.



Choose one of the colors for your team and get this show on the road!



If a goal is scored then go ahead and start a fight. They must pay to play!



There are three players on a team. You control one forward and the goalie!



When you win a fight your opponent will skate a lot slower than before!



## PAY THE PRICE ON THE ICE!

Here it is, hockey for the Super NES! The folks at TAITO have released a faithful version of this great arcade game! There are three men per team and you have direct control of one forward and the goalle. You and a friend can play on the same team or go head to head with a flurry of checks, fighting skills and shooting skills.



You made the prized Hat Trick! Now every babe in the stands worships you!

## HIT THE ICE

Par	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	TAITO	SUPER NES	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	99%



This octopus presents a big hassle on the ice! Is there a draft in here?



It was a long, tough road but we are finally the world champions!



Do RPG games emphasize boredom instead of excitement? OR do you feel action games work your FINGERS, not your MIND?

## Get the Best of Both Worlds

Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."

From the people who brought you ActRaiser.









## BUPET HEE NBA DLAYOFF



Tonight's big match-up will be another test of strength for the mighty Bulls!



The speed of the horizontal and vertical guides differ from player to player!



See the stats on all your players when you want to substitute from the bench!



Here are the guys who bring home the bread and butter for both teams!



Instant replay allows you to see fantastic shots in slow motion!



Congratulations on your repeat, guys! Do I hear threepeat or fourpeat?

## DA REPEAT IS SO SWEET!

We all knew it could happen and sure enough it did. The mighty Bulls won their second NBA title in a row! To commemorate this monumental event the folks at EA have given us all the chance to relive the glory of this victory in their new cart BULLS VS. BLAZERS AND THE **NBA PLAYOFFS!** 

For those of you who are familiar with EA basketball games, you'll be glad to learn they stuck to the same format. The graphics are unbelievably intense. EA has spared no expense in bringing you the most realistic stadium possible.

The players are what really pull this cart ahead of the pack. All the real teams and players are used and they play just like the real life heroes. Paxson is an outside shooter and Jordon is almost unstoppable from inside the paint.

The action is fluid and smooth, with a variety of options available to your on-court alter egos ranging from fast passes to three point shots! No basketball enthusiast with a Super NES should be without this high-flying slammer jammer! Get ready for the threepeat!



Forward slammer jam!



Backward slam!

Slam with rim hang!







Jordon's spinning slam dunk!

MACHINE DIFFICULTY AVAILABLE MANUFACTURER MODERATE NOW THEME % COMPLETE 100% N/A **SPORTS** 

## DRAGON WARRIOR IV



Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!



Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

## **Experience One of the Most Intricate,** Cutting-Edge RPGs of Our Time.

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.



## STRATEGY GUIDE AVAILABLE!! FROM TOKUMA PUBLISHING

CALL NOW 1-800-937-5557 CODE: EGM PRICE: \$10.95 [INCLUDES SHIPPING/HANDLING]

CIRCLE #172 ON READER SERVICE CARD.







## FIRST SACOURAGE





Use your Samurai weapons to do battle with some really bizarre enemies!



When you summon magic, your path will be quickly cleared by a friendly spirit!









Run fast because this weird idol cannot be killed and will chase you relentlessly!

## My Kingdom for a Sword!

Kemco's latest Super NES cart is an epic adventure centering around the heroic exploits of a Samurai Master. First Samurai blends elements of exploration and action in a graphically pleasing 4 meg package. Pick up magic along the way and

Pick up magic along the way and use it to call forth a spirit which will help you get past numerous difficult

(1) Use your magic here to put out the fire, then retrieve the red icon.

(2) Use your magic again to freeze the fireballs and get the red icon.



(3) This item marks your progress. If you get killed, you'll start from this area.

(4) This robotic boss can be easily killed if you keep slashing at him.



obstacles. Collect weapons to strengthen your arsenal but also look for food items that will give you extra strength and stamina. Use your sword to destroy your enemies

before they get you! Be careful though, because if you lose your life, the enrgy stored in your sword will have to be used to fill up your life energy! Every enemy that you eliminate will give you a little more of your sword back.

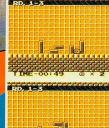


Think Fast!
It seems so simple
— but looks can so
often be deceiving.
Megalit is the exiting new Game Boy
challenge from
Takara. This falling
brick puzzle game
allows players to
acontrol a hero character who has been

ranows players to control a hero character who has been put under a spell.

By carefully lowering bricks to the ground, the hero can solve the puzil, and clear the stage. As each stage is completed, more complete brick combinations appear, Once all the stages have complete brick combinations appear, Once all the stages have heen cleared, the hero can save the princess! Sharp graphics and been cleared, the hero can save the princess! Sharp graphics and the stage awesome effects add to the fast-paced fun.

To master Megalit, you'll have to plan ahead, think fast, and keep suringe awesome errects and to the fast-paced tun.
To master Megalit, you'll have to plan ahead, think fast, and keep
on trying. And trying and trying and trying. That's the fun part.
The hard part is being able to stop.



Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001 Tel: (212) 689-1212, (800) 253-6532 / Fax: (212) 689-6889

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# THEGOD



# 



# THE BAD



He's back, she's back and it's back!!! And they're hunting for you in these hot new sci-fi video game blockbusters. T2™: THE ARCADE GAME™ explodes with all the incredible action of the arcade smash! ALIEN 3™ pits you against deadly face huggers and acidspitting aliens. PREDATOR 2™ is the final showdown between the intergalactic stalker and L.A.'s finest.

So get the good, the bad and the ugly... before they get you!!!



## TEENAGE MUTANT NINJA

## THE TURTLES TO

ARMS!
Everyone's favorite reptiles are back, and they now are ready to kick shell on the Sega Genesis! The

Sega Genesis! The Shredder has just

taken control of three magic Hyperstones. These gems have the awesome power to shrink anything; even New York! It's your job to guide the foursome to the Technodrome and get the stones back before they are used for evi!!













DIFFICULTY	DECEMBER
EAST	% COMPLETE
ACTION	95%

## LEARN THE SECRET ART OF NINJUTSU!

## Normal



Simply hit the A button.



When behind enemy, hit A.



Flying Kick

First B. then A



Press C. then hit the A



First C. then B. then A.



Press B. then A right after.



Get close and press A.



Press C. then hit A+B.



Here are some quick tips to use for deadly moves. If you roll your fingers over C, then B, then A guickly enough, you will do an instant Snake Killer. That and the normal attacks are your best defense!

A = attack B = jump



Hit B. then A at top of jump.



Simply hit the attack button.









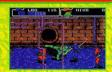


## SCENE 1

## THE CITY STREETS OF MANHATTAN



First is the street cleanup. You have to take out the Foot clan in both the sewers and the streets above. Pizza monsters and soldiers lurk everywhere. Next, go face to face with Leatherhead!





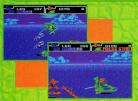


- 1. As you start out, there is a fire hydrant that you can clip to take out several foot soldiers.
- 2. A soldier will pop out with a
- sewer lid. Use a snake killer. 3. A car will pull out and try to run you over. Slide to get past it!
- 4. Grab the box of hard knocks.
- 5. Take out the soldier with the sewer lid using the snake killer.



That cajun gator Leatherhead will toss knives your way and charge toward you.

## SCENE 2 A NYSTERIOUS GHOST SHIP



Surf's up on your modified surfboard as you break the waves to get to the ship. Once on board, you find that the old ship is filled to the brim with Foot clan and deadly traps ranging from rolling barrels to spring floor boards. The ship will dock inside a cave where you will confront the evil Rocksteady!







- 1. As you move forward, have the Foot gather near the explosives and give it a good wack!
- 2. Watch out for the picture of Shredder that could fall on you!
- 3. There are several boards that can retract and smash your face!
- 4. Watch for the falling barrels!
- 5. If in Normal mode, get the Box of Hard Knocks to get the Traags!



Stay as close to him as possible when he is not running so you can clobber him!

## SCENE 3 THE SHREADER'S HIDEAUT



Enter a dojo of immense proportions, filled with many traps and several bamboo spires that will skewer even the toughest shell around! The Foot are plentiful, as well as the creations of Baxter Stockman - the Mousers! At the end of the round, get ready to take on the proud warrior Tatsu!







- Keep a sharp eye out for the Roadkill Rodneys that bust out of the ground. There's lots of them!
- 2. Be wary of some stones. The Foot may be hidden under them.

3. The main thing to watch for is the multitude of mousers that will suddenly appear around you!

> CONTINUED ON NEXT PAGE...



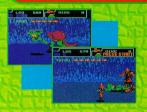


- 1. Wack the candles into the air and send them flying into the Foot!
- 2. The Bamboo rods protruding from the ground will skewer you!
- 3. Like before, smack the candles into your opponent to help out!
- 4. Don't get charged up by these sinister samurai statues!



Use the snake killer to hit him quickly.
Also remember to dodge his knives.

## SCENE 4 THE GRUNTLET



Compared to the other levels, this one is a breezel There are, however, some sections where you have to fight the Pizza Monsters. Then you must go up against the three previous bosses Leatherhead, Rocksteady, and Tatsu. Finally, get ready to take on Baxter Stockman in his pre-mutant, first arcade form!



The easiest way to beat this pest is to neutralize him with constant jump kicks!

## SCENE 5 TECHNOOROME: THE FINAL SHELL SHOCK



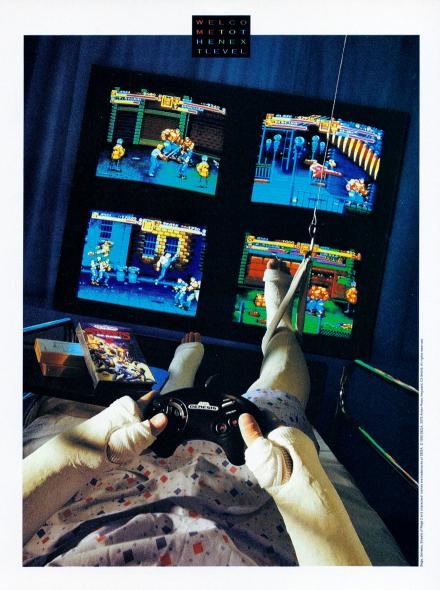
When Krang begins to laugh, it's your chance to strike him to the ground!

It's time to take on Shredder and Krang on their own turf! First, you will need to dash through the Technodrome. There are plenty of dangers lurking everywhere. For instance, the Traag soldiers are found in almost every corner. Not only that, but Mousers will bust out of windows. Foot soldiers appear out of transporters, and so on. At the end, you will battle with Super Krang, after which the Super Shredder appears with awesome mutagen power flowing through his freaked form! Don't be alarmed, justice will prevail! Don't forget, you have Turtle Power!





Try to avoid him until he fires his blue freeze ray, then attack him in full force!



## Head-butts,

An interview with Scott Steinberg,

product manager of Streets of Rage 2" for Sega" Senesis."

## kidney punches,

## How is Streets of Rage 2 different from the first one?

The graphics are awesome. At 16 megs it's our biggest game. Overall there's a lot more of everything; more moves, more intricate maneuvers, more characters. And the characters are a lot bigger in size. So the action is more impactful.

## uppercuts, knee-slams,

## What are some of the new moves?

Axel™ has new punch combinations that do some serious damage. Blaze™ can do backflips to attack enemies in front and behind her. And there are two new players. Max™ and Skate.™ Max is an ex-wrestler with a ruthless body-slam, and Skate knocks his opponents out with flying jump kicks. He can also skate behind his opponents, jump on their shoulders and ambush them.

## eye-gouges

## Are there new enemies?

Lots of new enemies—a gang of motorcycle thugs, a guy with a jet-powered pack on his back, knife-fighters, ax-murderers, ex-cons, and a bunch of new martial arts experts, so there are a lot of new challenges. And the player control is different also.

## and groin kicks.

## How is the control different?

We've tuned the control to be much more responsive, so that the action will be a lot faster and more spontaneous. You can crack a jaw or flatten an opponent in a split second. The players are basically as fast as your reflexes will let them be. The fighting is so realistic, you actually feel tired after playing it. It's the next best thing to kicking some real you-know-what.

(Just another typical day at the Sega office.)





NOW MODERATE GENESIS

take on the

SUPERMAN

SAVES KIDS!

ACTION

Prankster,

role of Superman, the Man of Steel. Using your

special powers, you must

Metallo, and Brainiac. Pick up different colored icons to either change your powers, increase energy, or replenish lost powers. Defeat robotic minions and bosses with your punches, flying kicks, and jump punches. Some enemies throughout the game will need more than one hit to kill but they can be defeated with a Super Punch. Each boss has his own powers, so be careful. This is a job for Superman!





FIVING KICK Hit 'C' after you run.



JUMP PUNCH Get the foes above you.











**PUNCH** 





HEAT

HYPER SPIN

VISION



## ROUND 1

The first stage consists of our hero leaping from building to building in search of the boss who has captured some innocent children. Deal with robotic adversaries, stationary barriers, and foes dropping rocks out of windows! (Refer to the map at the bottom of the page.)











Using your new Super Spin ability, you can dig through the floors of the levels. Walking robot adversaries are on the lookout! Break down walls with your punches, avoid dangerous acid puddles, and go for it!



Take to the skies as Superman tries to rescue Lois Lane from the evil Brainiac! Using your heat vision. take out as many enemies as you can. This fight requires both aim and skill. Combat airborne robots. electrified barriers, and minions pretending to be sharks in the water!

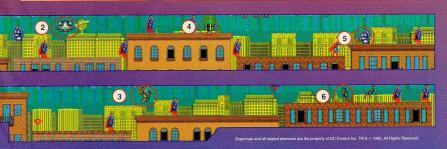




## THE FIRST SECTION'S ENEMY OVERVIEW

- 1. These enemies travel in groups, but only take one hit to destroy.
- 2. This mechanical menace circles around you. It takes four hits to kill.
- 3. These nasties fly above and below you. Kill them with one hit.

- 4. Stationary barriers will not let you pass. Duck and shoot it three times.
- 5. The drones run at you from buildings. One hit will knock them off.
- 6. One hit is all it takes to destroy this robot, but dodge his shots first!



## EDOUBLE DRAGON



- (1) To waste this bad biker, do a fast jump kick to knock him off the bike.
- (2) Do <u>not</u> let two or more enemies get on both sides of you or it's over!
- (3) This boss becomes a wimp if you wallop him fast. Use kicks to beat him.



(1) Go into the weapons shop right away to pick up armaments for your arsenal.

(2) Don't get caught behind the trees, they tend to block your view! (3) Move quickly to avoid this boss. Use punch and kick combos to eliminate him.

## HIYA!

Billy and Jimmy Lee fans rejoice! Your favorite martial arts team is back in an all-new adventure! Double Dragon 3 by Flying Edge promises to be the best Double Dragon ever!

Go into the Weapons Shop to buy new tricks, more powerful attacks and more lives. Use weapons such as swords and nunchakus to bash and slash your way through those nasty hoodlums. You can attempt to master such techniques as the head butt, leaping kick, forward punch and spin kick.

Travel around the world looking for the mysterious Rosetta Stone. Each country offers new and exciting challenges. The bosses are big and bad, ranging from Japanese martial arts experts to horseback riding oladiators.

The graphics are cool and the

music is exciting. Some of the background scenery is very well done. Game play is great, and the enemy sneak attacks really catch you by surprise! Also note the not-so-newbut-still-a-lot-'o-fun option to play alongside a friend. This makes the game a bit easier to handle!

If you loved the past Double Dragon adventures you're sure to get a jolt from Double Dragon 3 by Flying Edge. Hurry, Jimmy and Billy Lee are waiting!

## TWO PLAYER ACTION!



Adding a second fighter will help you get out of many dangerous situations.



Billy and Jimmy Lee receive valuable information from a wise old lady!



Watch out for these archers; they will try to shoot you down with their arrows!



-		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	
5		<b>FLYING EDGE</b>	GENESIS	MODERATE	NOW	
	H	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
	ш	8 MEG	5	FIGHTING	100%	

# LEVEL 3 EGYPT

Easily one of the toughest levels in the game. Egypt is filled with everything from burly bikers to weird tree people. Here are a few tips to help you get through this nasty area.



To avoid the giant hands in this ancient tomb, quickly zigzag in a wide pattern!



Here you must spell the word "Rosetta" by jumping on the stones on the floor.



You will fight all kinds of bizarre foes while passing through Egypt.



Excellent timing and keen reflexes are vital to your success in this level.

# Weapons Shop!





Enter the Weapons Shop and buy extra men, tricks and powerful attacks.



Cool graphics and exciting on-screen action will have you begging for mercy!



Down but not out...You can continue to play as long as you possess some coins.

# EXCITING GAME PLAY!

GREAT CHARACTERS!











Masac





Seime

# COOT WOAES!









Punch

Spin Kick



# INTERNATIONAL BOSSES









LEVEL 3 Egypt

LEVEL 4 Italy



# TOUT OF THIS



# **WAY OUT THERE!**

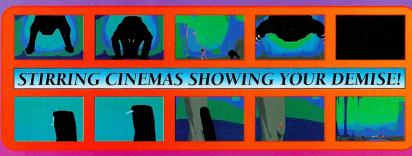
On the night he is to finish working on his latest anti-matter maker, a lightening bolt has suddenly transported scientist Lester Knight Chaykin into a different world! In this world, a group of mean-spirited, monstrous aliens run things, and you are not welcome in their world! The aliens are not the only thing you have to worry about: there are wild beasts, poisonous slugs, traps, and many other hazards to watch for! But you do make a few friends along the way, most notably an alien you are stuck in a cage with in the second section!

Out of This World has long been available for personal computers and recently for the Super Nintendo. It now is available for the Sega Genesis system! Most importantly, with this version there is no

access time between screens: everything flows smoothly with few traces of slow-

ng ith v-

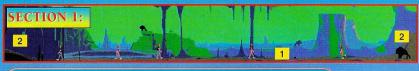
down! See if you can hop, run and shoot your way back to your original dimension with this outstanding thinking/action game. Otherwise, you may be stuck here forever, with no way to get home!



	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	INTERPLAY	GENESIS	MODERATE	<b>FEBRUARY</b>
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	14	ACTION	95%









 These leeches look harmless, but their sting can be deadly! Avoid these blood-suckers when they fall, but step on them when they're crawling on the ground!
 A hideous beast will meet you here; quickly run to the left and jump on the vine. Then swing to the right and run past the beast.





Here you awaken and find yourself in a cage suspended in an alien prison! You are not alone: an alien prisoner shares the cage and sits across from you. Swing the cage from side to side. The cage will fall on the prison guard, allowing you to escape. But before you're on your way, remember to grab the guard's laser gun for added weapon power!









destroy doors.











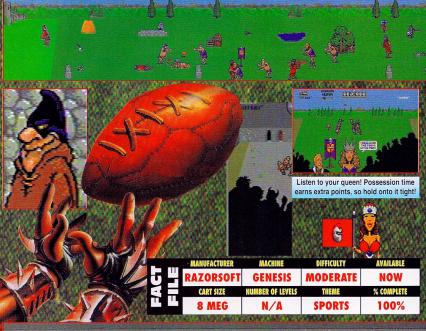
# VITAL STAGE:

Although early in the game, this section contains crucial items necessary for completing the game. First, you must obtain a vital item - the laser pistol. Second, it's important that you befriend an alien you escape from prison with. Take care of your friend as he is essential to your survival! If he gets killed anywhere along the way, you can't finish the game!















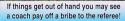














This guy can attest to the fact that it can get very dangerous out on the field!

# SO MUCH FUN IT

So, football is starting to seem tame and rugby has lost its thrill. Well, Jerry Glanville and the guys at RAZORSOFT have got the answer for you! They have teamed up to bring you the quarter muncher mega hit PIGSKIN FOOTBRAWL! You are the captain of a team of ruthless barbarians who will push, pull, throw, bash, and kill to get the pigskin ball across the goal line. If you think the players have gone too far then you haven't met the coaches, who will bribe the referee and recruit trolls. Now get in there and inflict some serious fun!

TO A STREET THE PARTY OF THE PA



If one team is getting blown away, the trolls will come to their rescue!



A last word of inspiration from one of your trainers before the fourth quarter!





# HELPFUL ITEMS







# BILLY COOL

WEAPON

PEACEMAKER
FAVORITE FOOD & DRINK
VEGETABLE
COFFEE

FAVORITE WORD

.....JUSTICE



# **CORMANO WILD**

WEAPON

RIOTGUN
FAVORITE FOOD & DRINK
BEEFSTEAK

......MILK FAVORITE WORD

.....COURAGE

# RIDE EM COWBOY!

The Wild West has been overrun by some real bad hombres and it's up to Billy Cool and Cormano Wild to clean them out!

You and a friend must follow the trail of big, bad banditos through desert towns, trains, and canyon cliffs. But if you're in the mood for a one-on-one shootout, there's even a cool versus mode!

This Old West version of Contra has fast action with great graphics and game play to suit any prospective cowboy!

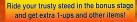


# Versus Mode

See who's the fastest draw in the West. The eagle soaring above drops bags of life hearts!



	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	KONAMI	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	4	SHOOTER	100%



## LEVEL ONE HINTS

- You can obtain power-up items from the "friendly" ladies in the bars across town.
- 2. Beware of some bad hombres hiding inside the barrels.
- 3. Flatten these guys by shooting down the barrels above them.
- 4. Watch out for the herd of cattle rushing by. Jump or stay on the balcony.
- 5. Keep jumping over the charging bulls.
- 6. Save this woman before the outlaws do away with her.









Look out below! Watch for enemy attacks from above.



The train level is filled with tricky mail post jumps.



Ride the trolley to the Boss while fighting off the Indians!



The vicious outlaws surround this fortress on every side!

# MOST WANTED BOSS HOWBRES

# REWARD





Destroy the barrels Simon hides behind and fire away from below.

# REWARD





Stay behind the logs. Fire diagonally and avoid the shots from the side.

# REWARD





Obtain rapid fire and pelt the Indian as he attacks with deadly knives.

# REWARD





Don't stay in one place too long and fire when you have an opening.

Use the sonar to talk to other sea life your signals to find out vour location!

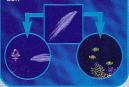


# BATTER BEECO

Enter a poor old porpoise who has lost his pod. He does have, however, his sturdy bottle nose which he uses to ram other sea-dwelling predators. Ecco also has a sonar that lets him "talk" to other animals and a map of reference to quide him through the dark sea.



Use this to ram other predatorial animals as well as attack schools of fish for dolphin fodder





Yup, they're intelligent mammals! You must search the dark depths of the sea in order to find them. No super-galactic wall destroyer in this game, you have to use your brain and some aquatic tools to find the Pod!



Push a rock off the edge to block the

# TAKE ARMS AGAINST A SEA OF TROUBLES!

rid of the

boulders!

The dolphins are one of the most domestic and friendliest animals ever to swim our fair seas. Unfortunately, it is a known fact that our seas are rapidly

MACHINE MANUFACTURER **SEGA GENESIS** 

8 MEG

DIFFICULTY **AVAILABLE MODERATE** NOW MBER OF LEVELS **ADVENTURE** 100% 27

mysterious circumstances. Help Ecco battle the sea monsters and find his way back to his clan.

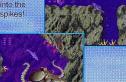
Ecco is the game known as Dolphin and has to be one of the most intense (and yet one of the most different) side scrollers vou have ever seen! Instead of being a mindless attack-all shooter, this game puts a heavy emphasis on the lifestyles of an actual dolphin.

> Also, the detail and fluidity of the backgrounds will stagger your imagination! Embark on a sea-faring mission of danger!

# UNDERCAUES

Here, you can learn the basics of how to control your dolphin. Watch out for the huge octopus that lurks on the ledge! To get past him, slowly swim by his largest tentacle. You should also watch for the upcurrents that could

slam you into the



Watch for the undercurrent and a giant octopus that could hamper your day!

# THE VENTS





The upcurrent is quite horrendous when trying to rescue a dolphin in distress!

# THE LAGOON

A lost dolphin asks you to help him find his lost pod. Lots of sea predators will try to stop you, so keep your snout in a handy useful position in case of attack! There are sharks present and a tentacle will try to



drown you by holding vou in the water!



Sharks and tentacles will try to end our fishy (not!) character's quest for good!



Check out this map of the first level. It may not show much, but look at the size and detail of this masterpiece of a game! There is so much detail that your eyes will bug out! Just imagine guiding your dolphin through this waterway - very relaxing indeed!



Search for the knowledge of the Big Blue, otherwise known as a blue whale! He sure is big, but don't let his big size intimidate you, for he is here to help you in your search!



To find the Big Blue, head to the north pole!



Careful of the octobil I you don't take it slow around them, there will be one less dolphin in this sea world!

Sharks don't appear until you are past the fourth stage. They take many hits to destroy and are dangerous!



If these sea creatures latch on to our finned hero, Ecco, they can squeeze him until he runs out of oxygen!





Killer whales aren't much of a threat, and they can inform you of what to do when you're in need for help

# TOXI



The green wonder will do some heavy-duty cleaning with his trusty mop and Blobbie!

MOP STRETCH SPECIAL





GOLF HIT NORMAL





# MOZONE



can cause some

SNOT SHOT







NOSE SPIT





# JUNKYERD



This mutant hound has a nasty tongue that can stretch to attack all evil doers!

# TONGUE









UP PUNCH





PERMI	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
F	SEGA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	80%

# WELCOME TO TROMOULLE!

# A wasteland of toxic terror!

The hideous mutiforms with superhuman size and strength have just made their way into the hands of 16-Bit Sega Genesis owners! Now you (yes, you) can guide the cleanup crew through the stinky streets of Tromaville and put an end to Dr. Killemoff's plan to pollute the town and bring his race of cockroach creatures to live on our once beautiful planet.

Set in a side-scrolling intense action game, you play the role of either Toxi (with his mop and blobbie, of course), Nozone with his super shnoz, or Junkyard - that mutant dog that Killemoff loves to hate! Get ready, it's cleanup time!

# Many Views



When at the channel, you can ride a iet ski to victory!

Hop on a skateboard equipped with a machine gun!





In the stand and action mode, fight with many moves!

# THE STREETS OF TROMOULLE

The streets of Tromaville need a tad bit of sweeping to get rid of all the creepizoids that lurk about. Watch out for the speeding cars and a truck that lets loose special chemicals that can kill a man!





Even though you have plenty of ammo, the fighting can get furious!



Watch out for this two-headed weed monster, his breath is scorching hot!



Keep your eyes peeled for anything out of the ordinary and you'll be safe!

# TROUBLE IN TROMAVILLE PARK!

Oh boy! Time to have some park pick-ups and get rid of the Deliberates. This level is filled with many narrow escapes and pits that you can fall into and lose a life! Watch for the helicopters that dive at you!

MOP UP THE ALIEN SPACE SHIP!

Killemoff"s spacecraft holds more than what you'd expect! There are gigantic metal stompers along with insects tossing sludge from the catwalk. Stay on the lookout - this place is infested with creepies!



# TAKE A TRIP THROUGH THE AIRPORT!

The airport will provide you with plenty of action. From battling enemies indoors to having it out on top of a bridge to taking offense when someone is ready to knock you off of a speeding train!





Climb aboard this train and head to the engine to have it stopped for good!



Time to find Killemoff in his vast complex fortress! Can you spot him?



The channel is filled with toxic waste and the ever popular troopers.



Get slimed by Smudgeula while trying to help out the environment.

## THE MEAN THREE...

4WD

WEIGHT: SPEED:

SEMI

WEIGHT: 



ATTACK: SPEED:

**SPORTS** 

WEIGHT:



ATTACK: SPEED:

# ...AND THEIR MOVES



Hit a rock or ramp on one side and your speed and maneuverability



them wisely to catch the crooks!



that can help vou get the jump

Disable this speeding yellow sports car with your turbo boost before it's too late!

# SUSPECT

Take out the red European sports car in an intense battle by the bay!



armed kidnappers lurking inside.



Busted! Hit the suspect, pull over the vehicle, and use police force!

# SMASH, BASH, CRASH AND CAPTURE!

The crooks are getting away! Instead of using conventional vehicles to high-tail it away from the scene of their latest crimes, these



bad guys are using souped-up sports cars, vans mounted with machine guns. even semi-trucks. How can the police defeat these crimi-

nals? They're beating them at their own game by employing souped-up engines for a similar edge! That is what the men and women of the special CHASE bolice unit have done! In this seguel to the arcade classic Chase H.Q., you can choos between three vehicles that include a red sports car, a 4x4 Land Rover. and a super-charged semi! Each vehicle is armed with three nitro boosts that can be used at any time. These rapidly increase your speed for a limited period of time. At the start of each chase, your faithful fellow officer Nancy will relay vital information to you about the getaway car as well as the condition of the roads. You are also given a limited amount of time to reach the suspect and when you do get the criminal in your sights, additional time is awarded. An arrow highlights the suspect you must bring to a halt. Do you have what it takes, leadfoot? If not, the only thing you'll be driving is a desk!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	TAITO	GENESIS	MODERATE	FEBRUARY
₫ 🚍 🧵	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	5	ACTION	100%



# .....THE NEW, ONE HANDED VIDEO GAME CONTROLLER™ .....THE NEXT GENERATION IN GAME CONTROL™



Your Grip-i

SEGA® GENESIS®



NINTENDO® 8 Bit

No Programmin

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A REVOLUTIONARY ONE HANDED CONCEPT IN VIDEO GAME CONTROL!! COMPATIBLE WITH NINTENDO® 8 BIT AND SEGA® GENESISMS BIT SYSTEMS. A SIMPLE ONE PLUG CONNECTION TO ONE HANDED CONTROL® NO MORE THUMB FATIGUE. WITH **Grip-it's**® ERGONOMIC DESIGN.

## FEATURING:

- One Handed Control \* Easy Start/Pause button \*Lighted A-B switch \* Quick response select button
  - Rapid fire Regular fire Slow motion switch allowing control for beginners to experts. Control for all ages and levels.
     Convenient, natural action trigger for continuous action play.
  - . Flexible 12 foot cord for unencumbered movement and freedom of play.
  - . Total integration of game control. left. right, up, down and jump, with the natural movement of your hand.





# THE ARCADE GAME

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	
7 4	ARENA	GENESIS	MODERATE	NOW	
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
	4 MEG	7	ACTION	100%	





The first boss is the terrible Hunter Killer. Blast its weapon compartments first!

# **POWER-UPS**





CONTINUE COOLANT





PLASMA SHOT





RIFLE CHARGE SHOTGUN SHELL



energy from you. Kill them quicky.









Blast the cart that rolls by for an extra continue.



Protect the truck as it travels to Sky-Net, else John Connor is finished!



Cyberdyne must be destroyed at all costs, but watch out for the police!





Sky-Net is heavily guarded. Destroy the HK and the three sets of locks!

# RGE SIX & SEVEN: T-1000



Avoid the T-1000 in the helicopter.

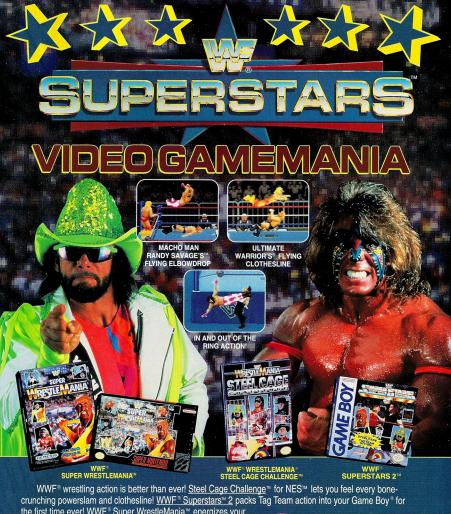
Fight in the final confrontation!



# THROUGH THE SCORCHING FLAMES...

In a struggle to stop the machines from eliminating the human race, you and a friend join guns to blast the mechanical terrors. You start out in a war-torn wasteland. After working your way to Sky-Net, the brains behind the invasion, you travel to the present day. Save John Connor from the grasp of the T-1000, and prevent the war.

Terminator 2: the Arcade Game features all the hot levels from the hit coin-op, with almost everything intact. It even has smooth scaling, and realistic voice. And as a Menacer game it is hot! All this adds up to a battle of spectacular proportions!



the first time ever! WWF® Super WrestleMania™ energizes your Super NES™ with spectacular graphics and pounds Genesis™

with each wrestler's own specialty move! Step into the ring with these WWF® Superstars™. if you dare!







When you see a biker ready to attack. quickly duck under his swinging chain.

# OUTLANDISH ADVENTURE

Outlander is a gritty new action cart from Mindscape. You control the actions of a roque character as he makes his way across a variety of barren, futuristic landscapes,

Most of your time will be spent in the driver's seat of a nitro-burning muscle car sporting machine guns up front. Use your guns to blow away the hordes of marauding bikers determined to destroy you. The Outlander must make his way through some rough side-scrolling mini-levels in search of food, ammo and precious gasoline. If you're lucky, you may reach the safety of civilization, but only the toughest will survive.



A side-view window will often appear. giving you a clear shot at your enemies.



Press all three buttons on your joypad to engage your car's nitro booster.



Your trusty shotgun comes in very handy when you get into trouble!

7-94	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
7	MINDSCAPE	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	80%

## LEVELS SIDE-SCROLLING





By pressing the "pause" button, you can view a map which shows your location.



Use your skills to fight some burly characters in the side-scrolling scenes.



All hope of making it out of the Outland will be lost if you get hit too many times.

# Feel the Power. Experience the Magic!

For those who choose to brave dark, foreboding dungeons, unravel riddles as ancient as time, and clash with sword and magic against hideous beasts and tactful villains...

## Welcome to the land of Varn!

Lead your party of hand-picked adventurers into this enchanted world! From the beast-ridden caverns of the underworld, to the majestic castles of the land, you'll travel in search of clues to unlock the Secret of the Inner Sanctum!



Beware, brave warriors, for the labyrinths of Varn are heavy with the smell of Doom.





Discover over 250 weapons and items as you venture through the land of Varn!





# **American Sammy Corporation**

2421 205th St., Suite D-104. Torrance, CA 90501 Phone: (310) 320-7167 • GAME.TIPS: (310) 320-7362



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NEW WORLD COMPUTING



American Sammy Corporation 2421 205th St. STE D-104 • Torrance, CA 90501

Invadir

# FEEL YOUR HEART RACE TO THE THRILLS ...

Eight tracks of pure adrenaline await those drivers bold enough to get behind the wheel of a Lotus, Choose between manual or automatic shifting and journey across a wide variety of terrains, each with their own hazards and dangers. Even the weather is against you as snow, sleet, and rain pose very deadly threats and you only have a short time to hit all the check points. With a special splitscreen, you can go one-onone with a friend. Lotus Turbo Challenge is just that: a real racing challenge!







Use the split screen option for some intense two-player action!

**LEVEL THREE: FOG** 

MODERATE

DIFFICULTY

% COMPLETE **ACTION** 100%

AVAILABLE NOW

**LEVEL ONE: FOREST** 















LEVEL SIX: INTERSTATE



**WOW! TWO MORE LEVELS TO GO** 



FEEL THE SPEED AND THE EXCITEMENT!





# CHAMPIONSHIP PRO-AM





Your best bet is to get a good pole position and keep it through the race.

# REV 'EM UP!

Get into the driver's seat and show off your driving skills in Tradewest's new racing game Championship Pro-Aml Aside from a veritable smorgasbord of intense racing action. Championship Pro-Am also features some new twists on the proven theme.

You get 24 levels of racing with eight different track configurations. You can collect many vehicle-enhancing icons which will help you survive each race. Fire missiles and bombs at your speeding foes to slow





Be one of the top three finishers in the previous heat to make it to the next race.



Pick up the missile icon and you will be able to initiate some wicked attacks!

them down. The combination of racing excitement and roadway battles make Championship Pro-Am a total riot to play! Start your engines - only if you're up to the challenge!



## HERE'S A FEW OF THE VEHICLES THAT YOU GET TO DRIVE!

TRUCKS- You start the game with these!

JEEPS- A bit guicker than

quicker than the trucks.

CARS- Good control with better pick-up.



Be <u>very</u> aggressive when attempting to pass because your rivals are relentless!



Use the "Zipper" (in circle) for a boost of speed to catapult past your competition.







# **ULTIMATE CHALLENGE!**

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette?" Here's your chance to achieve greatness in five wayout events, plus win some cool prizes to boot. Buy California Games II for your Super NES®, start practicing, and match your skills against the world!

Snowboarding



S 30,000 IN PRIZES





Skateboardina





Hang Gliding

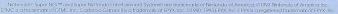


Contest details and starting dates for each event will be posted in the February 1993 issues of Electronic Gaming Monthly and GamePro magazines.











# ANDRE AGASSI

# MATCH POINT!

Volley for some intense tennis action with Tecmagik's new ANDRE AGASSI TENNIS! If you're looking for a cart which requires plenty of concentration, technique and finesse, this is the game for you!

Choose from three playing modes: Practice, Tournament and Skins Tournament. In the Practice mode, you prepare yourself by using an automated ball machine which lobs balls for you to return. Tournament is a straightforward tennis match where the winner gets a monetary purse. Finally, in the Skins mode, the purse changes with every match. It's very competitive!

The graphics are great and the players animate so smoothly, you'd swear you were watching real people! So polish up on those backhands, overhead smashes and serves because Andre is coming!



A doubles match offers a challenge because a lot of teamwork is involved.



Player stats are displayed to allow easy access to vital performance information.

# THREE MODES OF PLAY!

	Practice- Hone your skills by using this mode.
	Tournament- Regular play; fixed purse every match.
A So-spi	Skins- A different purse available in each match.

MANUFACTURER MACHINE DIFFICULTY AVAILABLE
TECMAGIK GENESIS AVERAGE JANUARY
CART SIZE NUMBER OF LEVELS THEME % COMPLETE
4 MEG N/A SPORTS 95%



In a doubles game, try not to "poach" (invade your partner's territory).



Playing the net can <u>sometimes</u> save the point. Be careful not to get fooled!

# FOUR TYPES OF PLAYING SURFACES!



Grass Court- Low bounce with medium spin.



Clay Court- Medium bounce with good spin.



Hard Court- High bounce with poor spin.



Indoor Court- Medium bounce with medium spin.

# THEULTIMATE

# AIR STRIKE



Achieve Total Air Superiority with the EA Air Force. Be the aftest to fly the high-tech Light externmental in the most advanced simulator for the Sega Genesis.



\*Dogfight with MiGs and Havoc gunships, strafe 1-80 tanks and SA-8 missile launchers — over 40 types of targets.\* Bring a co-pilot and utilize the two player cooperative, play: pilot and gunner.



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trademarks of Electronic Arts. Visit Four retailer or call 7-800-925-9252 onlymbe

# Control of the second



Brush up on your game with two practice modes; driving range and putting green.

# Some Very Tough PGA Courses!







Southwind
The 11th green is an island!



Scottsdale
Not too difficult, but
not too easy!



Sawgrass

A large (6857 yds.),

wooded course.

Stadium Course
A nightmare of sways and mounds.



7

Avenel
Elevated tees and doglegs - OUCH!

# FORESS

Chuck those old golf clubs into the closet - PGA TOUR GOLF II is coming to the Genesis! Thanks to the experts at Electronic Arts, PGA Tour Golf II does a fine job of simulating all the fun and challenge of a real golf game!

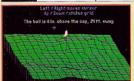
This sequel to the hit PGA Tour Golf has several new improvements. First of all, there are a whole slew of new courses to challenge your swing. In addition, this cart has better char-

acter animation, and an improved autocaddy which now chooses your clubs more carefully. The instant replay feature allows you to relive those "moments of glory" over and over! You are also allowed to see a dithered relief map of the greens which shows how the green breaks. A new, adjustable Draw-Fade bar aids your accuracy. Couple all of these new features to a list of options as long as the back nine and you've got one of the best golf games ever!

For a real challenge, try your luck in the Tournament Mode against the likes of golf greats Fuzzy Zoeller and Fred Couples. Excellent graphics, cool sound effects (especially from the fanst), battery backup and a challenge level are all included in this new cart for the Genesis. Whether a pro or an amateur, PGA Tour Golf II from Electronic Arts will definitely keep you coming back for more! By the way, mind if I play a round or two?

# PGA TOUR GOLF

P	Z.E.	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	4	<b>ELECTRONIC ARTS</b>	GENESIS	MODERATE	<b>JANUARY</b>
		CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	Ц	8 MEG	5	SPORTS	90%



This computerized grid allows you to see the green's surface in greater detail.



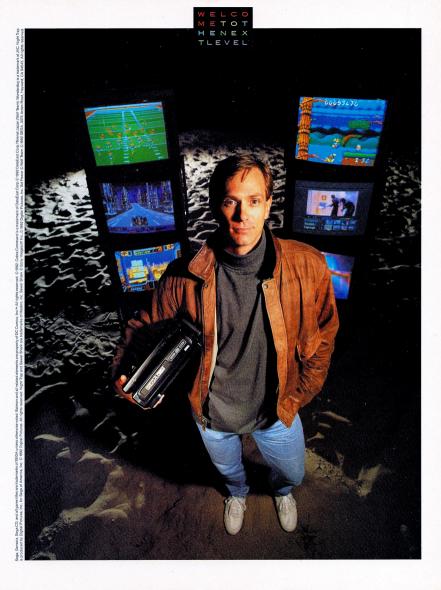
Use the wind indicator (1) and the power meter (2) to judge where the ball will land.



A pro like Fuzzy Zoeller is very difficult to beat without a lot of practice.



The options windows are as easy to use as those on an ordinary computer.



# Believe it or not,

An interview with Scott Bayless, CD developer at Sega.

# the brains behind Sega CD

## What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

# don't wear pocket-

## So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

# protectors or glasses

## What do you mean "interact"?

For example, there's a game called "Night Trap," that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

# held together with tape.

## Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics.

The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music.

When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

# (Those guys work for our competitors.)



# WELCO METOT HENEX TLEVEL

# Where to find

Adrays
Babbage's
Best
Best Buy - Select Locations
Boscov's

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Caldor
Captron/G & G
Circus World
Circuit City - Select Locations
Electronics Boutique

FAO Schwarz Fedco Fred Meyer The Good Guys! J&R Music World

# Sega CD.

K & K Toy Stores Kay Bee Toy Stores Lionel Kiddie City Macy's - select Locations Meijer Montgomery Ward -Select Locations Nobody Beats the Wiz Play Co. Saturday Matinee Sears - Select Locations Software Etc. Stern's Toy Works Toys 'R Us Venture - select Locations Waldensoftware







Use the arrow to find important items in the apartment where the mystery begins! 

# IN THE MIDDLE OF THE NIGHT ...

off to sleep, when his Vid-Phone cenzi, offering a proposition. He



lethal street drug. A new narcotic patch

that is applied to the skin has claimed the life of the mayor's daughter. The mayor has come to Hunter because of his tendency to

break the rules, which is what got him kicked off the force. If he fails, however, the mayor will let him hang out to



In this latest Sega-CD game, a popular RPG title for the PC, you're equipped with a variety of tools and weapons. Talk about detail! You control even the most subtle functions like getting dressed before vou hit the streets!



Deng Hwang is the game's foremost villain and assuredly your main nemesis

# rise critice - 17 Brydr Howar Warabry





say the wrong thing, and it's lights out!

Your status screen shows what item you are currently carrying and what you have 

## STANDARD ISSUE PISTOL

gun you can use so look for heavier firepower also.



	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	SEGA	SEGA CD	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	RPG	100%

# INVESTIGATION ICONS:



**EXIT SCREEN** 

Permits you to look view changes.



TALKING

Lets you talk to can explain why work or what you door or window, etc.



closer look at any







Unique 3-D perspective and realistic modelling.



A gripping cinematic storyline heightens the suspense.



Authentic Gulf War weapons and satellite intelligence.



DESERT STRIKE...



Now available for your Super NES and Sega Genesis.



and your front extended to the COUNTY COUNTY OF THE COUNTY SHOULD BE A SHOULD

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JAMES BOND JR.		TERMINATOR
MONTHOTED	000	HIDOTT

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PLUS MANY MORE! NEW GAMES ARRIVE DAILY! Prices are subject to change without notice. Not responsible for typographical errors.

CIRCLE #233 ON READER SERVICE CARD

# ERTISER INDE

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# FREE GAME INFORMATION!! Plus Your Official Entry Form For EGM's **FACT-FILE Game Give-Away!!**

Circle the appropriate Reader Service Numbers to receive FREE information on the games and products in this issue! Then complete the Survey Questions and you'll be automatically entered into this month's drawing of EGM's FACT-FILE Game Give-Away!

# WIR BIG WITH EGIL

EGM is back once again with a one-way ticket to some of the best games money can't buy! You don't have to be a brain surgeon to enter (in fact you don't even need to have much of a brain), just check off the boxes on our reader response card for more info on the games that make you tingle with delight! Finish by answering the questions about who you are, stick a stamp on the card and you're in! You may not win, but you'll be able to sleep well at night knowing that you've made your contribution to the U.S. Postal Service! What a spartan!

The following companies are contributing to this contest:

Acclaim, Accolade, American Softworks, Atari, Camerica, Capcom, D.T.M.C., Data East, Electronic Arts, Flying Edge,
Hudson, Hi Tech Expressions, Interplay, Kemco, Konami, Mindscape, Nintendo, Ocean, RazorSoft, Sega,
Shadowsoft, Sunsoft, T.H.Q., Taito, Tecmagik, Tengen, Tradewest, Turbo Technologies, Ubi Soft, Virgin

# 1/2 -

## ENTERING IS EASY:

- 1) Fill out the Reader Survey Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail you Reader Service Card to:
  - **Electronic Gaming Monthly**
  - P.O. Box 8965
  - Boulder, CO 80328-8965

Winners will be listed in the March EGM!

Contest Rules: All entries must be received before February 1, 1993. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Vold where prohibited. Is it wrong to admire another person's criping sleeve? The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sender Publishing Group, inc. or to members of their immediate family. Taxes are the responsibility of the win ner. Approximate value of prizes is 5000. Prizes will be forwarded to the winner when final production onlyse are available. One prize per household. Determination of winners will be made through a rundom drawing., Also void in the event of thermonuclear was valided.



# ONSULTING DETECTIV

# CLUES?

The game is afoot with the latest installment of the popular Sherlock



Holmes mysteries for the Sega-CD, Sherlock Holmes, Volume II! This time he's back with three new mysteries to be solved: The Two Lions. The Pilfered

Paintings, and The Murdered Munitions Magnate, Collect clues in each case by talking to people, using information from past cases in your files. or reading the daily newspaper. When you thing you have solved the case, take your suspects to court and see if you have the evidence to bring them to justice. By using live, fullcolor interactive video, pay close

attention to everything: the clues are everywhere! One difference this version has over the previous Sherlock installment is a live actor taking place of the graphic representation used before! If this isn't enough for devoted Sherlock Holmes CD-ROM gamers. Sherlock III is currently in the works! Put on your thinking cap and see if you can solve these three new cases!



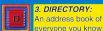


# 1. CASEBOOK:

Selects the case you vill try to solve.



## 2. NOTEBOOK: rite down names of ossible suspects.





# 4. THE LONDON TIMES:

Keep up to date with ne news and events



5. TRAVEL:

Move from place to lace via carriage.



# 6. FILES:

lolmes' files provide nfo on past cases.



## 7. BAKER STREET: isten to other people

nd gather information. 8. SCORING & TRIAL:



Take your case and vidence to court.

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE	
5 4	SEGA	SEGA-CD	MODERATE	MARCH	
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
	CD	N/A	INTERACTIVE	100%	



Solve this mystery involving a mugged man and murdered circus animals!

# THE PILFERED PAINTINGS



Priceless paintings have been mysteriously stolen but the motive is still unclear

# THE MURDERED MUNITIONS MAGNATE



A man is murdered in a back alley: was it a mugging? Revenge? Something else?

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# **Ompetition PRO**

# Professiona Control Pads





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CIRCLE #189 ON READER SERVICE CARD

# THUNDER

# INTENSE FIREPOWER!

T.T.I. has been shelling out some cool shooters lately and this entry is no exception! The sequel to Gate of Thunder, Lords of Thunder is a

shooter fan's delight. The game is filled with super-destructive weapons, intense graphics, and a jamming rock soundtrack that will leave you banging your head!

If you loved Gate of Thunder, then L.O.T. is a must-have game for your Turbo Duo collection!



Each level is separated into different worlds filled with mutant monsters!



Destroy this sandpit monster before it hurls its metal spheres at your position.



two do monday

The desert is guarded by this gigantic, fire-breathing sand serpent!

Check out this huge boss monster from the first level.

Aim for the blue eye just below the head to destroy it.

# THUNDEROUS WEAPONS



THUNDER SPREAD
Destroy enemies
with this laser.



TORCH SCREW
Penetrates with a burning twist.



FLAME WHIP
Scorch opponents
with a wall of flame



Avoid the giant stalagmites as you speed through the cave!



Huge bore machines will try to drill you into the ground!



Laser spikes will launch from this crawling monster's back!



This fellow jumps around in a frenzy swinging his sword.



# NOW GAMERS CAN GO WHERE THEY'VE NEVER CONE BEFORE ... to their friend's house!



Fasten your seat belt! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, you're about to experience the future in out-of-this-world, head-to-head competition with your friends. . . whether they're down the block, across town, on Nintendo® or Sega™ Genesis™! That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy! He'll never know what hit him until it's too late!



The TELEPLAYIM SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one

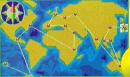
8 megabit cartridge! 8 additional actionpacked titles will be released in 1993! Want to learn more? Call (602) 437-9659.







# BUSTEK BROTTER



Travel the globe until you find only the best bubble-bursting challenges!

	III. VIIIIVE	DIFFICULT	AVAILABLE
T.T.I.	TURBO DUO	EASY	?
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
D-ROM		ACTION	?%
	T.T.I. CART SIZE D-ROM	HILL TOKES FOR	CART SIZE NUMBER OF LEVELS THEME

# **BUBBLE FRENZY!**

Two brothers armed with super secret bubble-popping harpoon guns are in search of mad spheres bouncing around the world. Bop your way through tons of bubbling levels where you can pick up rapid-fire guns, double harpoon weapons, shields, and food for bonus points!

This new game from T.T.I. is a lot like a Space Invaders with a bubblebursting twist. It's full of comical graphics and exciting game play that will keep you playing until you burst!



You'll play in levels with beautiful scenes as you progress in the game



Be careful not to get caught in too much bubble traffic or you'll get hurt!

# THE BROTHERS' BUBBLE BURSTERS

SHIELD



regular harpoon.



you an extra life.









Fires 2 harpoons consecutively.



Use the top rung of the ladder as a shield and the bubbles will bounce off.

If a hermit crab crawls your way, fire a shot his way and he'll walk right into it.





# IF YOU THOUGHT TETRIS WAS FUN, LOOK WHAT WE DID TO WORDTRIS.

### ACID. BOMBS. DYNAMITE. OUR SCIENTISTS MADE IT HARD TO GET A WORD IN EDGEWISE.

This mind-boggling, falling-block Soviet game will burn you up, blow you away, blast your socks off. This time the falling pieces are letter blocks. Instead of forming lines, you form words. Horizontally. Vertically. They clear. You score. The pace quickens. Where's that Magic Word? A Wild Card Block appears. The challenge builds as the levels go higher and the blocks fall faster and faster. You find our 50,000 word dictionary knows all. You're in the mood for 2-player mode so you take on a friend. So much to do, so little time. More challenging than Tetris? You have our word on it.

### Spectrum HoloByte

Spectrum HoloRyte Inc. 2490 Mariner Square Loop, Alameda, CA 9450:







### THE WORD'S OUT. WORDTRIS IS AVAILABLE FOR GAME BOY™ AND SUPER NES.

For Visa/MasterCard orders call 24 hours a day, 7 days a week: 1-800-695-GAME (Orders Only). For product questions and availability call: 1-510-522-1164 (M-F: 9am-5pm PST)

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# CAMP CALIFORNIA

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
T.T.I.	TURBO DUO	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
SUPER CD	10	ACTION	90%

### **SAVE THE BEACH!**

The Big Cheese is threatening to build a nuclear plant on the beach! The only way to save the day is for Byron and his fellow beachin' dudes to get the band together and raise enough money to buy it back! However, the Big Cheese knows about your plan and he's prepared to stop you with every dirty trick in the book! You must travel from city to city, collecting metal cans which you can recycle so you can refuel your car and save the beach. Rock on!



You and the buds discuss a plan of attack against the Big Cheese.



Travel to different cities all over California in order to earn money.



Punch the rungs off the ladder and whack this big cheesehead!



Clobber your way through the junkyard.

Make sure you dodge the flying traps!



- Gull's Gym is full of musclehead sea gulls pumping iron. Knock this guy back as soon as he appears.
   Don't forget to pick up the can to refuel your car.
- 3. After you clear the sign, get ready to duck because a sea gull will throw a dumbbell toward you.



This huge machine will convert the trash you've collected into gas for your vehicle.



Our feathered friend does a tricky slide attack while bowling over the rat pack.



Catapult this rat high into the sky at the amusement park and ring his bell!





	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
<b>5 "</b>	TTI	TURBO DUO	EASY	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	90%



- 1. Face monsters lurk about in this area.
- 2. Wheel walkers will appear here. Stop and orient your weapon to fire above and below yourself.
- Beware of two cannons ready to blast you. Jump to the ceiling as soon as you reach this point



This sorceress conjures up Zodiac creatures to carry out her wicked plan!



Magic tornado boxes will instantly warp you to another part of the level!

### **ROUND AND ROUND** SHE GOES...

An evil sorceress is planning to take over the world with the help of the merciless demons she has conjured up.

The only thing to get in the way of her conquest is a coiled being that moves in a slinky-like motion. Pick up some cool power-ups on the way like the ones which reflect your shots from the wall or the ones that make you invincible! Watch for the warp boxes that will help you get through the levels faster.

The world is depending on this little guy and it's up to you to help him! Can you conquer the twisted maze levels of the zodiac realm?

### icon help you



Replenishes Adds an one health bar. extra life



CRYSTAL Reverses Adds one



Invulnerable

to enemies.

life bar.



SPEED Increases





Avoid touching the skull boxes at all costs as they will drain your energy level!



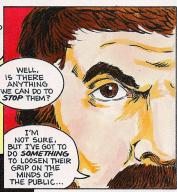






















### VRRRROOOOOOM!

Attention all race fans! R.C. Pro-Am II takes all the best aspects from the first game and boosts it to all new levels.

Four players can now compete on 24 exhilarating tracks with a ton of power-ups to blast your opponents to oblivion!

Win big money and upgrade your R.C. car with parts and weapons that will tear the opposition apart. Do you have what it takes to become a champion?





Traveling on ice can plunge you straight into a wall. Ouch



## R.C. PRO-AMII







Rough and bumpy, is how things will get if you go across the logs.



### THREE COOL CARS

Collect letters to form PRO-Am II, and you'll get a new car. Each one has more control and is faster than the previous auto.









# MINTENDO

ENEMY XENOMORPHS YOU WILL ENCOUNTER:

ting allen

Face hugger & egg

Crawling alien

Hiding alien

PAREL	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
F	FLYING EDGE	NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	95%



### AWESOME WEAPONS

FLAME THROWER



SMART GUN



GRENADE LAUNCHER

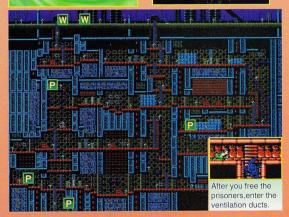


GRENADE

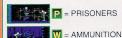


### **ALIEN TERROR** IS BACK!

Ripley must face the aliens again, this time on the NES! Just like the Genesis and Game Gear versions. this cart is action-packed. Pulse rifles, flame throwers, grenades, and grenade launchers are your only help in combating the relentless swarms of alien creatures. Save the prisoners before time runs out, or you will be responsible for their deaths. The levels are huge, and hidden dangers lurk everywhere. Are you up for the challenge?



### LEVEL ONE KEY





hand or blasted open in an emergency.



You'd better shake off this face hugger before it implants the alien embryo!

### New Releases From TurboGrafx.





Take off on a trip through the ages with this intense video pinball game. Find bonus levels that send you into different eras in time, from the prehistoric ages to



Experience high voltage action as you cruise through the city and under the ocean to take on squick and transformer-type creatures. You'll be electrified by the great soundtrack on this high energy shooter.



Whoever created this game is a few coils short of a slinky. You control a gun toting, worm-like object that flops along walls, floors and ceilings. Travel through twelve levels of ancient architecture and surrealistic surroundings at your two copies arch as discongregates.



You're a dead samurai. And if that's not bac enough; you've been woken up from your eternal slumber by some old witch to do battle with your clan's enemies. In this hauntingly spooley setting, slash your way past snarling



Get some serious hang time with the hottest new hero of the video screen, Zonk Soar through five different levels of intense action. And enlist one of Zonk's demented coborsian friends to help you in your quest



First, hit the ice. Then hit your opp into the boards. Then hit the puck int

First, hit the ice. Then hit your opponent into the boards. Then hit the puck into the net. You can take your team through the championship tournament, or face off in a penalty shooting contest. All in all, this same will be a bis hit.



The streets of New York City need to be cleaned up, and you've got the broom. In this creade hit from falso, diddebalf the wheeld foryur own appendinged Chase 99854 patrol car. Race through the streets of New York City until you locate the fugitive, and then ram his cris you can make your arest.

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# TERMINATOR



MINTENDO

HERRT ICON
Restores your
life meter.



GRENADE ICON
Gives you one blast
at the enemy.

# ì

### **Hunter Killers**





### YOU ARE TARGETED FOR TERMINATION...

Far into the future, machines have taken over mankind. With life on the brink of destruction, you must travel back through time and save the mother of the man who will stop this technological terror. Cast as Kyle Reese, a member of The Resistance, your mission is to inflitrate Sky-Net, find the time machine and protect Sarah Connor from the relentless Terminator. Accept this challenge or the human race faces certain termination!

	4,7,		
1			

Battle a variety of enemies to reach your

destination: the Tech Noir night club

Dodge police in the Tech Noir bar while looking for Sarah and the Terminator.

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 5	MINDSCAPE	NES	MODERATE	JANUARY
₫ 🚍	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	5	ACTION	100%



Level One: Journey Through the Resistance Bunker and eliminate terminators on your way to the surface.











GIVE SLICK 'N' SPIN A HAND DEFEATING





PALL HEAD OVER HEELS PERFORMING PAVEMENT

Slammin' and jammin' at the Crash Test Center, enjoying an avalanche of laughs on the ski slopes, or knocking heads with The Junkman...
The Incredible Crash Dummies are guaranteed to crack you up!

So don't bang your head against the wall! Get The Incredible Crash Dummies on NES" and Game Boy and meet some real headbangers!!!

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FOR SAFETY











	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
7 4	HI TECH	NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
T	2 MEG	5	SPORTS	100%



### STAIRS

Throws you to the ground with a painful thomp!



### CONES

Found in the bonus level. these items will stop you.



### OLD MAN

This grouch trips any skater who passes him.



### SEWER COVER

Wears down your rollerblades.



### MANHOLE

Puts a dent in your day and your head!



### DOGS

They just love to pounce on skaters!



### RARIES

The baby rolls balls under skaters' feet.



### STONES

Trips you up, and then throws you down.



### FIRE HYDRANT

This obstacle slows down your progress.



### TRASH CANS

Just the thing to make you kiss concrete.



skaters into a mess.



### CRACKS

Until they are repaired. avoid them at all costs.

### STEP ON A CRACK, BREAK YOUR MOTHER'S BACK!

Strap on your blades and prepare to skate into an obstacle course that will test your reflexes to their max and begin your journey to become the Rollerblade champion!

Four levels, plus the extra tough Super Race, await your challenge. Bonus levels featuring barrel jumping and half-pipes are also presented! Skate your way to victory!







### FLAG

Lets you know that you've survived the level.



### ROADBLOCK

Causes severe tire damage. Be cautious.



### BARREL

Jump these for a ton of bonus points.



### SEA GULL

This pigeon is a pesky obstacle to overcome.



### FRISBEE

Head's up! Some fool has thrown this at you.



### TRICYCLE

These tykes run you over with their trikes



### **BEACH BALL**

They bounce about in front of you.

# APPETITE CONTURE

Shake up your Nintendo® GAME BOY® with foot-stomping action. Eat your way to super strength and pound everything in your path. Pick on everyone lighter than you as make your way through 15 enemy-filled stages. Find the secret temples and take the bonus stage challenges of thumb wrestling, arm wrestling or traditional sumo fighting. Remember, don't forget to eat your rice!









# FIGHTER



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HANDY BOY



Smartest Sight Sound Joystick No Battery Required





"The World of STD"















### PLANET LINOLEUM

Your main goal is to get to the bus station so you can leave the planet. The major obstacles you will face include the huge one eyed monster, building the missile, and winning the go-cart race.



Use the carnival balloon to carry this giant one-eyed monster away!



If you win the go-cart race you will be able to get a bus ticket to Earth.



Surf your way to the missile site, but be careful that you don't wipe out!



If you get to the bus stop in time you can catch the bus and leave Linoleum!



### PLANET DETROITICA

This planet has been taken over by android machines. You have to decipher a highly complex computer code, escape from an enormous robot, and survive the giant factory production line.



You must decipher the secret code in order to deactivate the attack robots!



The warehouse is loaded with obstacles.
Use the code to immobilize the robots.



This huge mech stands in your way and will keep you from stopping the robots.



### **SPACE STATION**

This outer space colony serves as an interplanetary gas station. Since you will have no money, you have to look around for some here. Gather unusual looking items to help you get to Earth!



Dodge the fast moving asteroids on your way to the space station.



Don't let strange atmospheric conditions stop you from completing your quest!



	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	CAMERICA	NES	MODERATE	NOW
₫ 🗒	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
II II	2 MEG	8	ACTION	100%

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Maria is given the spear which contains the spirit of Moja, the great warrior.

### THE SEARCH IS ON!

Sharpen your sword, as Legend of the Ghost Lion is coming for the NES from Kemco. This new RPG is a epic quest of

Help poor Maria track down her missing parents and find the Ghost Lion, To aid her in her search, there are a variety of weapons, spirits and hidden treasures.

good versus

Use the powers of the spirits at your command to destroy the many evils such as the dreaded Kobold or the horrifying Werewolves.

Speak to the villagers who will give you valuable clues and visit the shops in order to upgrade your weaponry.

Prepare to embark on a dangerous journey into the unknown with Legend of the Ghost Lion!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 🚆	KEMCO	NES	AVERAGE	NOW
4 =	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	RPG	100%

### some friends to help you



CUIADDA

Spirit of the Lamp. His magic powers are great.



Her magic is not strong, but she is still a valuable ally.



**balfling** Possesses good fighting abilities but uses no magic.



moia Spirit of the Spear. He is a warrior whose hits are

lethal.

### the menus



Select the appropriate command from the option menus which will appear.



Maria can buy many different weapons and items to help her in her quest.

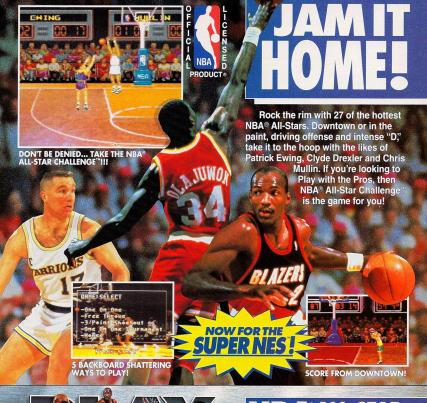
Speak with various creatures who will provide you with valuable information.



The overhead views act as a map to quide you from village to village.



If you collect enough jewels, you can sail across the ocean to foreign lands.





# NBA CHALLENGE



Available for SNES™ & GAME BOY.







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as they fight to rescue the fair princess. Feature 12 levels of fun and exciting game play, with player cooperative or battle mode

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# SUPER MARIO LA 10 GOILS COINS

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	NINTENDO	GAMEBOY	EASY	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
11 11	4 MEG	27	ACTION	100%

### POWER-UP MARIO



Super Mario
Mario can get hit once
and then he shrinks



Fire Mario

### Mario can shoot fireballs to kill his enemies.



Bunny Mario
Grab the magic carrot
and Super Mario can fly.

### SPECIAL ITEMS



CARROT
Allows Mario to fly.



FLOWER
Mario throws fireballs.



HEART
Gives extra Marios



MONEY BAG



COIN Get 100 for a 1-up.



STAR Invincible Mario.

## EVIL WARIO WANTS TO GET MARIO!

The evil Wario has taken over Mario Land and enchanted its people under a spell. Now you must guide Mario through 27 grueling levels filled with sharks, witches, space monsters, and a slew of comical creatures set on destroying our favorite plumber.

This game has the look and feel of Super Mario World for the Super NES with lots of levels filled with the cutest and most innovative characters. The game play is enhanced with Mario's new ability to fly with the help of his new bunny ears.

If you liked Super Mario World for the Super NES, then this new portable adventure is a must-have for any Mario fanatic!

### MARIO IN ACTION



SPACE WALK
Mario plays the first
Nintendo astronaut



FLOAT IN BUBBLE
Mario can fly around in a
bubble. Don't let it burst!



SWIM
Mario shows off his aquatic skills in the deep seas.

### SLOT MACHINE



Enter the mound in the map and play the slot machines!

Max out your coins and you can win 50 more



### SPECIAL BONUS AREAS



Ring the bell high above the goal . . .



... and get in some bonus rooms ...

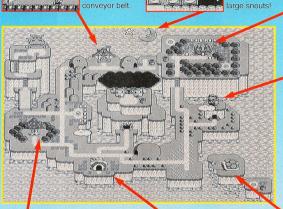


power-ups!













Get away from the jackin-the-box that pops out of a block.



### TREE ZONE

end of this



queen bees that will dive as soon as you're below.



Get under the unsuspecting Koopa and knock him off his post.

Those who've played Mario games will be familiar with the game play.



### MARIOLAND ENTRANCE

This is the first area that must be cleared. After that, you can play any of the other weird Wario zones.



## TURTLE

This fierce shark sports boxing gloves!



Swim around the floating spiked mines waiting for you to hit them.



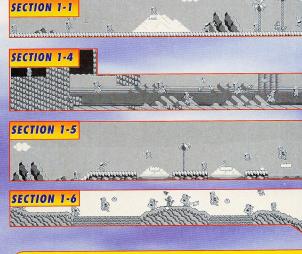
# ADVENTURE S LAND 2

	MANUFACTURER	MACHINE	DIFFICULTY	AVAII
F W	HUDSON	GAMEBOY	MODERATE	JANU
	CART SIZE	NUMBER OF LEVELS	THEME	% CON
	2 MEG	8	ACTION	10



### WHERE IS SHE?

Master Higgins is searching again! His love, Jeannie Jungle, has been kidnapped - this time by a flying saucer! You aren't about to let her be whisked away - at least not without a fight! So begins the latest adventure with Higgins for the GameBoy system - Adventure Island II! Move from treacherous islands to even more deadly ones in this seguel to the original GameBoy hit! Battle penguins, crabs, birds - just about every creature one would find on an island! But don't fret - you can make some friends along the way! A sea lizard, a bird, two walking lizards, and a triceratops are more than willing to let you ride on their backs and use their special powers! But you can't just run though each level: it is essential that you collect power-ups to advance. Since the life bar slowly diminishes after each level, you must collect food to reenergize it or it's good riddance to you! There are also several weapons you can collect such as throwing axes, boomerangs, and a skateboard to help you speed through the levels! Get ready for the adventure of your life in Adventure Island II!







### DINOSAUR FRIENDS

Each has its own method of attack, but if you take a hit, they will run away from you! Crack open an egg, and each icon shows which dinosaur it will be!





ATTACK: Falling rocks!









ATTACK: Rolling Ball!



ATTACK: Quick Swim!











ATTACK: Fireballs!

### SOME WEAPONS YOU'LL FIND ALONG THE WAY!



the air in an arclike motion!



BOOMERANG: Throw it away



from you and it will return! STAR:



Circles your body and hits enemies!



### ANGEL:

Follows you. allowing you one hit!









### **BOSS 1: IN THE DESOLATION**

This first boss is a giant ground-burrowing insect! Stay away from him at first, then jump up and down on his head to harm him! Make sure to dodge his fireballs!





# THE FUNKTIONES

PERM	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	TAITO	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	- THEME	% COMPLETE
	1 MEG	7	ACTION	100%



LEVEL ONE: BEDROCK





Duck under this guy's flame, then hit him with your axe!



### YABBA-DABBA-DOO!!

That's what you'll yell when you find out that Fred Flintstone has his very own GameBoy game. Fred's wedding anniversary is coming up and he hasn't gotten Wilma a present yet. While pondering his dilemma, he came across a slab with a treasure map carved into it. Knowing that the treasure would be the ideal offt, he set out on his adventure.

gift, he set out on his adventure. Seven levels filled with fun await you inside this cart. The action takes the form of a side-scrolling adventure, with cinema displays and a bonus scene involving Fred's car. You'll have a pre-hysterical time!

### LEVEL TWO: DESERT



Churning sands and slithering cobras make this a very dangerous place!

### LEVEL FOUR: SHIP





Fight off the piranhas and aliens inside Igorstone's enormous battleship.

### LEVEL THREE: CAR



Collect power-ups in this fast-paced bonus level while dodging meteors.

### LEVEL FIVE: WATER





Search for treasures in the ocean's darkest depths but avoid the creatures!

### WI



# KAZOO Collect at least ten of these icons to continue.





Find these throughout the game for points.



With Dino, Fred can jump higher and shoot farther. Very useful!

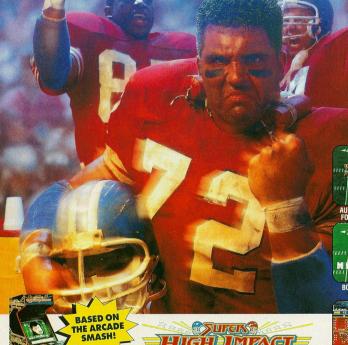
### CINEMAS







# FOOTBALL ACTION SO REAL, IT'S...



Super High Impact for Genesis brings the fast-paced action of the BONE-CRUNCHING arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!









AUTHENTIC ARCADE FOOTBALL ACTION!



### **BONE-CRUNCHING**

OVER 30 OFFENSIVE AND DEFENSIVE PLAYS!



SETTLE THE SCORE WITH AN ALL-OUT BRAWL!





The announcer will let you choose your events just like in a real game show!

# BART VS. THE JUGGERNAUTS

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 "	ACCLAIM	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG *	8	ACTION	100%

### CAPT. MURDOCK'S SKATE-BOARD BASH AND CRASH



Sail down the ramp on your skateboard and jump up to force the Juggernaut off his pedestal. Look for the hidden skateboard!

### **BONUS GAME!**



Drop weights down onto a Juggernaut, and try to make him lose his load.



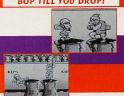
### DR. MARVIN MONROE'S HOP, SKIP, AND FRY ...





Hop on electrified tiles, while dodging the brutal Juggernauts. Get the ball and throw it through the hoop. Shocking isn't it?

### NUCLEAR PLANT: **BOP TILL YOU DROP!**



Joust against one of the toughest Juggernauts on top of a nuclear reactor. Knock him into the radioactive waste below!

### TONIGHT'S CONTESTANT....

### **BART SIMPSON!!!**

Yes folks, that young lad from Springfield is here to win big money on the ultimate game show: Juggernauts! Bart Simpson must face events that will test his every reflex, and take him to the edge of endurance. From the Skateboard Bash and Crash, to the Hop, Skip and Fry, the Juggernauts will be trying their darndest to keep Bart from winning any money. Will Bart win the big prize? It's up to you!

Bart vs. the Juggernauts is a fun game, filled with hilarious animations and tough challenges, so don't have a cow, man!

### MOE'S TAVERN: SHOVE FEST!



When push comes to shove, Bart really gets mad! He must go up against Snarla, and push her off of the stage. Can Bart do it?





# THE MAJORS PAO RASERALL

## ...IF THEY DON'T WIN IT'S A SHAME...

Now you can take me out to the ballgame because this hot title is completely portable! Yes, if the action at your local ballpark just doesn't excite you, you and a friend can compete in Pro Baseball!

Since Pro Baseball is endorsed by the MLBPA, all the players are for real. No more fictitious names in this league! Another exciting feature of this cart is that Pro Baseball actually speaks. Hear all the calls like Strike, Ball, and Out to give your game a more interactive feel! So go ahead, hit one out of the park!



The White Star Dome is a nice open air stadium. This park is tough to play in because of its large outfield and the narrow boundary marks.

### A PLETHORA OF GAME OPTIONS!

TEMP MELICATION

SAL

MINERATOR 1) ATTROOPS

TOTOLOGY

T

Select a top LBPA team! TAT TOTAL TO

Pick your pitche from a real roste Choose from 3,

7, or 9 innings

and then...

Almost a home rur The tall fence



At the plate, you can bunt the ball or hit with full power.



Hit the ball in the

..then watch it sail through the air!



Bummer! Seattle may have won but Chicago never gives up!

a lot of



really show off!



## High Speed Thrills





### Listen to what the game reviewers have to say:

"This has got to be one of the best racing games to come out for the Super NES." - EGM's Super NES Buving Guide.

"Programmed using Mode 7, Seta has created possibly the best Formula One driving experience to date." - Game Players

"Formula One racing is where it's at in ROC." - Gamepro



Nailing the apex!

"One real unique thing about this game is that it saves everything." - Electronic Gaming Magazine

"Experience the sights, sounds and speed of real Formula One racing with Seta's F1 ROC." - Nintendo Power

"This game is fun and challenging, with a great sensation of speed that gets the adrenaline pumping. A great game for racing fans of all ages!" - High End

Shopping for speed.



Amazina hidden features!





Into the pits.

### Fantastic features that will keep you glued to your game for months.

- 16 realistic tracks!
- Custom cars: Build your machine to blast!
- Incredible Mode 7 speed scrolling! Battery backup saves your sizzling circuit scores!
- Opponent competes with different cars each with unique handling characteristics.
- You're driving against the world's best drivers, each with their own personality.

No mindless drone opponents in this game!

## **Ancient Horror Chills**

Musya takes you to the depth of ancient Japanese horror. As Imoto it's your duty to save the world from the Evil One. Descend into the abyss to save Shizuka, the keeper of the talisman that seals the Evil One in his prison. It's in your hands. Seven searing stages!



Eye-popping enemies!



Killer graphics!

SETA U.S.A., INC



21 terrifying levels!







Gruesome ahosts!



Weave a web of destruction with your spear!

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Name Date of birth Address. City State Phone

How many games do you own? GameBoy NES SuperNES SuperNES Other

# CITAME TEETH



Protect the big city from the attacking aliens!



Don't let the invaders take the cows away!



Kill the aliens speeding through the trees!



LASER BEAM SMART BOMB

CLUSTER BOMB WALL



Stay away from the first boss' grip ... or else!



These guys move fast so you'd better be quick!



Boss two is equipped with giant raging fireballs!





Classic old video games never die. They go away for a little while, but they always come back. Such is the case for the grandaddy of them all - Space Invaders. As it turns out, the Game Gear now has them! New features include truly spectacular scrolling backgrounds with vibrant colors and images, fields of killer asteroids zipping by at dangerous breakneck speeds, and the meanest bosses this side of the Milky Way! There are also special weapons which allow you to totally pulverize the enemy ships. If you were a big fan of the original arcade giant (and who wasn't?), then you are really going to be impressed with the new and improved Super Space Invaders!



Battle these space meanies in the asteroid field. Look out for flying rocks!



This is one tough cookie! Boss three fires heat-seeking missiles at you!

rent (s.	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
7	TENGEN	GAME GEAR	MODERATE	JANUARY
TE	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	N/A	ACTION	100%

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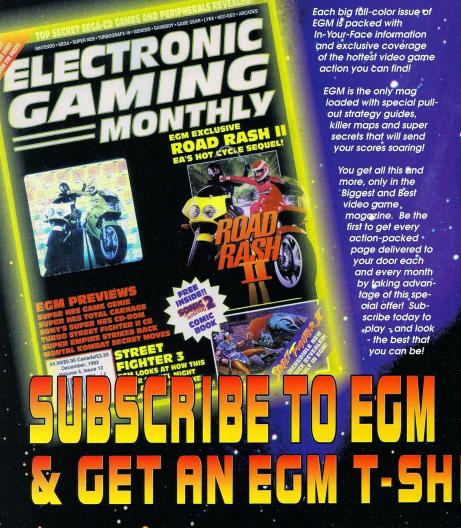
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Bram Stoker will be narrating the story.





1) Dracula saves Harker from the vampire brides' lust! (2) Find a way to pry open the door in the upstairs hallway.
(3) From your room you can see Dracula step out for some fresh night air!

# CLUE: UPSTAIRS WILL PUT YOU CLOSE

(4) Make sure you're wearing the proper attire for dining with Count Dracula!

(5) Search the front stairs and hallway for items. (6) In the library you will need to shed some light on the subject.







# CLUE: WHEN YOU ARE HUNGRY FOR MORE INFO THEN NOW IS THE TIME.







(7) You better not horse around with this big fellow just be sweet!

(8) Search the stables for the keys to salvation and escape! (9) Go ahead and give Count Dracula the stake - well done

# THE NOTES THEN ALL IS WELL IN THE STABLESH

(10) Johnathan has found Count Dracula's coffin in the basement catacombs! (11) It is best not to tease the count with fresh blood because he has such little will power!





# **WOUR BLOOD!**

MANUFACTURER AVAILABLE MACHINE DIFFICULTY MODERATE **JANUARY** ATARI LYNX CART SIZE IBER OF LEVELS % COMPLETE 100% N/A RPG 2 MEG

# THE DRAC IS BACK!

If you have been waiting for a good mystery game then you're in luck. Atari has delivered just such a game with Dracula the Undead! You play the part of Johnathan Harker, a young solicitor who has come to Transylvania to settle a business

Harker must uncover the secrets of Dracula's castle and escape back to London in time to save the world from the evil of the legendary vampire. Count Dracula!



# By pressing Option 1, you can change your skill level from 0 to 9.





In the higher levels, a hand grabs you from the fire of the burning bridge.

# PREPARE Chyself FOR Challenge

It's back! The classic game that rocked the arcades has come to the portable scene, and it is better than ever! In Joust, your goal is to complete each level by knocking a set amount of enemies off their war-buzzards. The higher joust wins in a collision. Collect the eggs that are left behind before they hatch and turn into more powerful enemies. When you start, you and your ostrich will

# ioust

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
15 #	SHADOWSOFT	LYNX	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	80	ACTION	100%

You will receive points for winning a joust. Pick up the egg that is left behind.



Collect the eggs quickly in the Egg Wave, or they will soon turn into foes!



be flashing, which means you will have temporary safety. As the levels increase, so do the number of enemies and their power. Bridges burn, Pterodactyls attack, platforms disappear, and Lava Trolls try to grab your bird from the murky depths. Egg Waves will give you extra bonus points. Now you can bring the fun of this arcade classic with you wherever you may go.

If you don't pick up the egg in time, it will turn into a more powerful enemy.



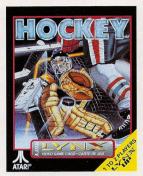


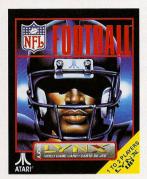
To beat the 'unbeatable' Pterodactyls, get exactly even with them and then collide.



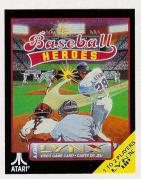
Here's a sample of the enemies you encounter throughout the game.

# WHY





Great Sports.





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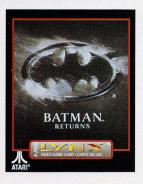
# LYNX?





# 16-Bit Action.





# can hold in your hands. Can hold in your hands. CIRCLE #121 ON BEADER SERVICE CARD.

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# EGM LIFESTYLES

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# **TELEVISION**

# Warner Bros. Hopes Babylon 5 Can Shoot Down Star Trek

A rival more formidable than even the Borg is emerging to challenge Star Trek as the undisputed king of genre television.

Babylon 5, backed by Warner Bros. TV, is slated for a February 1993 debut.

Although the series has initially received positive response from industry insiders, it faces the daunting task of going against Star Trek: The Next Generation and new Trek spinoff Deep Space Nine.

Babylon 5, however, is radically different, if not the antithesis, of the sterile Star Trek world created by the

late Gene Roddenberry. In fact, science fiction writer J. Michael Straczynski (whose television credits include story editor/ writer of the syndicated Twilight Zone and writer/producer of Murder She Wrote), who created Babylon 5, said the new series will have a

look like Hill Street Blues rather than the pristine set of the U.S.S. Enterprise. The fifth in a series of

darker, more rough-edged

space stations, Babylon 5 is a gargantuan United Nations-like space port built in 2257. More than five miles in length, the ship is so huge that it houses its own ecosystem - complete with farms, streams, trees, animals, and even weather. It simulates various alien environments, is home to a mall, a gymnasium, and even a casino

Babylon 5 serves as both an outpost for travellers and merchants, and as a command platform for members of the five cosmic alliances who helped build the

space station.

None of the five intergalactic governments trusts each

other, and the peace treaty between the five factions if volatile at best. Set in such a precarious state of affairs.

the storyline possibilities for Babylon 5 seem infinite. Unlike Star Trek or Star Wars, where the lines

Unlike Star Trek or Star Wars, where the lines between good and evil are clearly drawn. Babylon 5



Left: Security Chief Michael Garibaldi (Jerry Doyle) and Commander Jeffery Sinciair (Michael O'Hare) stand ready in Babylon 5 . Above: The exterior of Babylon 5.

reflects a more humanistic world fraught with grey areas.

The characters of Babylon 5, even the so-called good guys, struggle with their own personal flaws. The Chief Security Officer, for example, has a drinking problem. Even the station's commander is convinced someone did something to him during the last war - although he can't figure out who or what.

can't rigure out wn or what.
Cast members for the
series include Michael
O'Hare (Rage of Angels) as
Commander Sinclair, Tamlyn
Tomita (Karate Kid 2) as
Laurel Takashima; Jerry
Doyle (Moonlighting) as
Security Chief Garabaldi;
Peter Jurasik (Tron, Hill
Street Blues) as Ambassador
London; and Andreas
Katsulas (who played the
menacing Romulan Tomalak
on The Next Generation) as
alien ambassador (Kar.

Almost as important to a sci-fl series as actors are the special effects. Utilizing state-of-the-art computers, Production Designer John lacovelli (Honey I Shrunk the Kids) and Visual Effects Supervisor Ron Thornton rendered the futuristic, forbidding world of Babylon 5.

John Criswell, prosthetics designer from Jim Henson's Creature Shop, helps create the galactic community comprising Babylon 5. In effect, Criswell and his imaginative team gave life to the allen races of Minbari, Vorlon, and Centauri.

For a sneak preview of Babylon 5, look for an upcoming behind-the-scenes half-hour special about the making of the series on the Entertainment Television Cable Network, and watch these pages for more info.

# MOVIES

# Monster Movie Madness

Hollywood appears to be planning scare tactics to attract audiences to theaters in 1993.

Although it sounds like an oxymoron, monsters of all sizes and shapes will be attracting audiences by scaring them.

This month, we'll take a look at some of these movie star monsters. Whether it's the return of the dinosaurs in Jurassic Park or the return of Freddie, 1993 will be a scary year indeed.

# **Bolthead Bediam**

Inspired by the success of the misunderstood monster movie popularized by Bram Stoker's Dracula.



Although its release is still a long way off, EGM has confirmed there will be a live-action Double Dragon motion picture towards the end of 1993 or early 1994.

Frankenstein will be stomping his way across viewers' screens near the end of

TriStar Pictures signed a contract with Kenneth Branagh (Dead Again) to direct and star in the film. Branagh will play the role of mad scientist Victor Frankenstein

Francis Ford Coppola, who directed Bram Stoker's Dracula, and his company American Zoetrope will produce Frankenstein.

TriStar officials said the film will be a faithful adaptation of the Mary Shelley novel - which means Frankenstein be a complex monster, instead of the over-

grown Gumby popularized by Herman Munster.

Frankenstein will begin shooting in England during the spring of 1993.

# Godzilla in the U.S.A.

As long as we're on the subject of green monsters, TriStar has secured the motion picture rights to the building bashing lizard.
Godzilla is no stranger to

Godzilla is no stranger to the limelight. During his 38 year career, he has starred in 19 Japanese-made films...

Although production on an American Godzilla film will begin in 1993, don't look for Godzilla to renew his city smashing ways until 1994.

# Witchcraft Brewing Production has begun on

Disney's Hocus Pocus.
The special effects laden comedy is about three 17th

comedy is about three 17th century witches who suddenly find themselves in the last place a witch would want to be; present-day Salem, Massachusetts on Halloween night.

Salem was the site of the infamous Salem Witch Trials, held in early America. Several young women were tried and executed after a paranoid jury found them quilty of witchcraft.

Bette Midler, Sarah Jessica Parker, and Beth Najimy will star in the picture.



# COMPUTER

The state of the art is now so real, it's scary. Wait 'til you see Mel Gibson or Kevin Costner acting alongside a computer generated John Wayne.

### "X" HATS

Too many people wear these hats without really knowing what they stand for. Now that Spike Lee's movie is out, we'll all have a better idea.

# HOME

Haven't we seen this movie before? Fox takes the safe route to riches by rehashing the first flick. So it'll only make \$150 million.

### FREDDIE KRUEGER

Give it a rest already. We paid money to see this dog put to sleep, and now he's coming back? Talk about false advertising.

### MADONNA

We know taking your clothes off requires less talent than singing, but this is getting ridiculous.



Director Francis Ford Coppola, shown here discussing a scene with Anthony Hopkins in Bram Stoker's Dracula, isn't done with monster movies yet. He is scheduled to produce a Frankenstein film in 1993.



# TELEVISION

**Catering to Generations of Fan** 

When Dan Madsen started his black and white Xerox fan club letter after the first Star Trek movie in 1980, he did it as a labor of love.

He was just another devoted Trekkie who was fascinated by the extra-terrestrial world created by Gene Roddenberry.

That first newsletter had a print run of 25 copies.

But in the last 12 years, after five more movies, an entire new Star Trek crew, and a sizzling new series scheduled to air in January. the official Star Trek Fan Club newsletter has an international following.

"I never imagined this," said Madsen, who still has the enthusiasm he brought to the iob over a decade ago.

"In 1983, Paramount got a copy of the newsletter and contacted me," Madsen explained. "They said I had the right amount of fanaticism and substance in my publication, and asked me to be in charge of the official newsletter. I was flattered"

With the help of Paramount, and the rampant success of Star Trek: TNG, Madsen's publication has grown into a full color, bimonthly newsletter with a press run of 105,000.

The magazine combines informative stories with a constantly updated catalog of Star Trek merchandise.

"We started out by offering one piece of merchandise," Madsen said in explaining the catalog portion of the magazine, "but fan interest exploded, and we expanded the section."

The latest issue has 15 pages of merchandise that will keep even the most

devout Trekkie satisfied. Products cover both generations of Star Trek casts and includes jackets, pewter figures, board games, models. pins, jean jackets, and even crew costumes. Madsen said one of the biggest selling items is the Communicator Pin worn by Next Generation characters.

Each month, the magazine is also packed with exclusive information. In the most recent issue (November/ December '92), Madsen concludes the final half of a twopart interview with Patrick Stewart, who plays Captain Jean Luc Picard on Star Trek: The Next Generation.

The article provides insight into Stewart's mesmerizing personality that fans couldn't find anywhere else. Stewart hints, for example, that although TNG may be winding down its television run after this year, that doesn't mean the end of TNG. "I want Next Generation to continue but it has to in something of a more modified form - possibly feature films."

In the same issue. Madsen previews the highly anticipated TNG spinoff Deep Space Nine. Character profiles, a photo of the cast, and a summary of the two-hour pilot (which airs January 4) are included in a story designed to whet the appetite of Trek fans. Madsen said fans are "curiously optimistic" about the new series.

The magazine even mentions that Skybox is preparing Deep Space Nine trading cards and T-shirts while Tiger Electronics is readying hand-held video games, tabletop games, and wristwatches. All Deep Space

Nine merchandise will, of course, appear in the magazine sometime in 1993

With Deep Space Nine on the launch pad and the prospect of feature films involving the cast of TNG. Madsen's publication is perched at a unique point in Star Trek history. "It's an exhilarating feeling because of all the new possibilities. The entire Star Trek world is at a

next vear." And as the world of Star Trek continues to evolve, expect Madsen's publication to be on top of every step, every flight, and every

mission.

crossroads and

going to be a

shakeup in the

there is definitely



Exclusive Interview
WILLIAM SHATNER

INTERVIEWS

WITH THE

ENTIRE CAST

OF STAR TREK

AND

STAR TREK:

THE NEXT

GENERATION

PLUS

STAR TREK

# RUMORS

# MEGA-MOVIES ON THE HORIZON AS HOLLYWOOD OFFERS UP SUPER SEQUELS...

After a banner year at the box office, movie studios are rushing to get the hottest hits of '93 under way. What big names will be behind next summer's most popular features and what new movies can we expect to see in '93? With a strong eye on sequels, EGM peers into its crystal ball to come up with its latest list of cinema goodies...

In the coming year expect to see the studios place major emphasis on getting additional mileage out of proven franchises. Not only does this conservative move guarantee big bucks to the film companies, it also means that we'll get a steady stream of updates on what our favorite characters have been up to lately!

One of the most exciting rumors to rip its way out of California revolves around a third entry in the Terminator series!

Although Carolco, the production company that owns the rights to the Terminator movies, won't officially comment, many see the company turning to its most profitable series to work up new cash. One potential hitch to a second sequel: (which is rumored toe in the scripting stage) James Cameron, the creative force behind the first two movies recently left the independent studio and was said to be working on a Spiderman film to finish

> out his Carolco contract. New Line Cinema is

New Line
Cinema is
another film
company with
plenty of familiar films under
its belt. Among

"I'll be back."
Could a Terminator 3 be on the way?
According to rumors in Hollywood, the war against the machines may begin scripting soon.



New Line Cinema has a slew of familiar faces on the way, led by the brave quartet of Teenage Mutant Ninja Turtles!

We'll be seeing many new films from New Line in '93. including the resurrection of Freddy Krueger in seventh movie! Although the studio claimed to have killed off the perennial bad guy in his last feature, The Nightmare on Elm Street apparently won't be ending anytime soon! Also look for Teenage **Mutant Ninja Turtles 3** movie by Easter, a third visit to the House Party and a ninth (that's right ninth) trip to Crystal Lake in Friday the 13th Pt. Nine. Will the rumors of a Freddy vs. Jason faceoff come true? We can only hope.

Industry buzz indicates that talks are under way for a new Star Trek 7 film to be helmed by the *original* crew. Although Shahrer wants to direct from his own story (Kirk and Spock have a falling-out), rumor has it that any future voyages of the starship Enferprise will be piloted by someone new.

What is known is that Paramount will be releasing Addam's Family 2 with the original cast. Naked Gun 331/3 again starring Leslie Nielsen and the long-awaited bookend to the Axel Foley trilogy appropriately labeled Beverly Hills Cop 3. Billed as a "Die Hard in an amusement park" the big-budget action-comedy will bring the creative talents of Eddie Murphy to the screen once more. Finally, look for Mike Myers to finish his Wayne's World 2 script soon which, hopefully, will begin filming in early '93. Paramount, meanwhile, will also be exploring the possibilities of a Ghost 2 with Whoppi Goldberg reprising her Oscar-winning role.

Anyway you look at it, 1993 will be a fantastic year at the movies! Add Spielberg's Jurassic Park and other potential block-busters and you have a year that can't be beat!



# **Covering All the Angles**

As competition in the comic book industry heats up, publishers are scrambling for ways to make their titles more appealing. The use of special "metallic" covers is one technique gaining in popularity as publishers learn that maybe people do judge a book by its cover after all.

When Image Comics' WildC.A.T.s # 2, with its spectacular prism cover, hit dealer shelves in early November, it became one of the quickest sell-outs in comic history.

Of course, Lee's artwork inside the book also contributed to the comic's popularity, but fans just couldn't guit talking about that prism cover.

"I think its a matter of pushing printing technology to its limits." a modest Lee said of his phenomenal cover.

Gareb Shamus of The Wizard agrees. "Because of its creative and colorful nature. the comic industry is willing to explore the newest printing technology as soon as it becomes available," he said.

"I actually got the prism idea from trading cards and thought it might work

for a comic book cover." Lee said of his WildC.A.T.s #2 cover. He not only used the prism effect to make a memorable cover, he actually incorporated the unique artwork into the book's storvline.

Comic book giant Marvel has also recognized the appeal of special covers and has explored many different techniques.

Earlier this year, they released a four-book series of Spider-Man hologram covers to celebrate the web slinger's 30th anniversary.

The first of the four comic books. Spectacular SpiderMan #189, was released in June and is already worth more than twice its original cover

In the December release of Incredible Hulk, which was the green guy's 400th issue, a splintered prism effect on the cover virtually grabs the casual browser and demands to be opened.

Metallic ink is another popular method used to draw attention to a particular title.

Both issues #50 and #75 of the Silver Surfer use a silvery metallic ink to appropriately color the superhero. The

are two of the most prized among Surfer fans.

Of course, aside from the commemorative value a special cover brings to a title, the main reason for flashy covers is to sell comics.

The allure of these covers has virtually guaranteed their viability far into the future. And as comic books become valued commodities in the 90's, a spectacular effort such as Jim Lee's WildC.A.T.s #2 may be the closest thing any of us will ever get to a sure thing.

These recent Marvel releases are good examples of a growing trend in comics emphasizing special covers: from left to right are prism, embossed metallic,









# MTV's Liquid Television Drips With Bizarre Humor If you repeatedly

find yourself flipping through channels with the remote, convinced that you've seen everything television

CABLE

seen everything television has to offer, think again.

MTV presents an hour long show on Sunday and

Tuesday nights that is home to some of the most bizarre stuff you'll ever see on your screen.

No, Liquid TV is not some fantastic neon drink that makes your insides glow. It's a hodgepodge of underground animation, over the edge graphics, and stories

from beyond the fringe.
Comprised of international animators from
Hungary, Korea.

England, Czechoslovakia, and the U.S.

and the U.S., Liquid Television, despite its weirdness, received an.

Emmy Award for outstanding achievement in graphic design and title sequences.

Each surreal episode is a half hour long and features original and acquired animation, animatic versions of underground comics, stories featuring live actors, and short films, all unified by a strong graphic thread and off-center humor.

In other words, Liquid Television can be very weird at times.

The following story segments will air during the 1992 season:

Dog Boy -Dog Boy is about the misadventures of a boy with a dog's heart. The victim of a heart transplant by a cheap doctor who uses dog parts on his patients, Dog Boy buries bones in the back vard and chases cats on his way to work. The feature resembles a live action cartoon and has a Max Headroom like appearance.

The Specialists - A cross between The Avengers and Rocky & Bullwinkle, The Specialists are troubleshooters for hire on a bicycle built for three. No challenge is too great - or too small - for Kittka, Samson, and Mastermind. They're desperate, and they know it. Uncle Louie's Travels-

Uncle Louie lives in New York. His nephew Butchie wants to know how long it will take Uncle Louie to get to his house in New Jersey if he flushes himself down the toilet.

Billy & Bobby - Billy & Bobby are normal, all-American fifth graders gone haywire...they make Bart Simpson seem tame. At a neighborhood birthday party, the boys bring a keg in their red wagon and spike the cool-add. Joe Normal - Joe Normal lives in a state of denial. He's the son of a psycho mother and a Japanese superhero. He constantly teeters on the brink of insanity and tries to convince himself that he's normal.

Speed Bump the Road-Kill Possum - He's slow, he's stupid, and he's flat but he's a survivor. Speedbump defles the treads of speeding vehicles. Front wheel, rear wheel, foreign or domestic - just wheel, foreign or domestic - just wheel, they you think he's met the asphalt for the last time - he comes back for more!

12 Dangers of Skydiving- The cartoon short reveals the not often thought about pitfalls of skydiving, such as what might happen if your friend decides to give you a wedgle as you jump out of the airplane.

Stick Figure Theater
This is what it would look
like if the doodles you draw
in school came to life.
Woodstock becomes line art
in a stick figure portrayal of
Jimi Hendrix's "Star
Spanaled Banner."

Whether this sort of humor appeals to you or not, Liquid TV is worth checking out at least once-if not for its content, then for its originality and shock value. It's participants deliver week after week.

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	Castle of Illusion Centurion Champ. Ro Am Chase HO 2 Chuck Rock Chuck Rock Chuck Rock Concernation Command (CD) Crackdown Convedant Curee Control of Control Curee Control	29.95/14.00 29.95/12.00 39.95/20.00 44.95/25.00 29.95/14.00 39.95/20.00 24.95/10.00 39.95/20.00 34.95/16.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00	Kid Camelon Killing Game Show King Salmon King Salmon King Salmon King Salmon King Kalmon King Many Many Kalmon King Many King	34.95/16.00 44.95/25.00 44.95/25.00 39.95/20.00 44.95/25.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 29.95/14.00 39.95/20.00 29.95/40.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00 29.95/20.00	Simpson's Bart vs. Space Mutants Slaughter Sport Stime World Smash TV Soil Deace Sonich Hedgehog 2 Sonicher's Kingstom Space Invaders 91 Speedball 2 Spideman Space Invaders 93 Speedball 2 Spideman Space Invaders 93 Spideman Space Invaders 93 Spideman Spid	39.95/20.00 29.95/14.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 44.95/30.00 44.95/12.00 29.95/12.00 24.95/12.00 34.95/16.00 34.95/16.00 44.95/25.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00	NINTE, Actraiser Addam's Family Aestar Addam's Family Aestar Amazing Tenes Amazing Tenes Bat Man - Revenge of the United Bat Man - Revenge of the United Blaze Bat Man - Blazes Blaze Bat Blazes Blazes Blazes Blazes Blazes	WDO* 39.95/18.00 39.95/20.00 44.95/25.00 44.95/25.00 39.95/22.00 39.95/20.00 39.95/20.00 49.95/25.00 49.95/25.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00	Lagoon Lagoon Lagoon Lagoon Lemmings Lemmings Lemmings Lemmings Lemmings Lemmings Magic Sword Magic Sword Magic Sword Magic Sword Magic Sword Megadoroe Mega	39.95/20.00 39.95/20.00 44.95/25.00 49.95/30.00 59.95/30.00 44.95/25.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00	Sup Socoer Champs Japon Sair Wass Super West Widget Super West Widget Super West Hemans Super West Hemans Super West Hemans Texmo NBA B bail T.M.N.T. 4 Terminatior The Dail Thunder Spirits TKO Champ Boxing Top Gear Top Gear Ultraman Un Squarden Lincharder Waters Lingian Un Squarden Lincharder Waters Lingian	38,95/20,00 49,95/30,00 49,95/30,00 38,95/20,00 49,95/30,00 49,95/30,00 49,95/30,00 49,95/30,00 44,95/30,00 44,95/20,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00 44,95/25,00	Chase HO Chess Master Chuck Apok Clutch Hitter Chystal Warmios Deniald Duck Dragon Crystal Etemal Logend Farthary Zone Glober Ava Halley Nama Halley N	19,95/10,00 24,95/12,00 24,95/12,00 29,95/15,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 19,95/10,00 19,95/10,00 19,95/10,00 19,95/10,00 19,95/10,00 19,95/10,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 29,95/15,00	No a full sized piece paper, write your name complete address, phon number and a list of all the cartridges you would like to order. To speed processing cyour order, list an alternative for each title you are ordering 2. Calculate the total for the cartridges you wish to orde including shipping charges.	e e o of e e r.
	Castle of Illusion Centurion Champ. Ro Am Chase HO 2 Chuck Rock Chuck Rock Chuck Rock Concernation Command (CD) Crackdown Convedant Curee Control of Control Curee Control	29.95/14.00 29.95/12.00 39.95/20.00 44.95/25.00 44.95/25.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 29.95/12.00 29.95/12.00 29.95/12.00 29.95/12.00	Kid Camelon Killing Game Show King Salmon King Salmon Kins Kinss (ICD) Kinstyls Füh House Lakens vis Celtics Leander Leander Leander Leander Leander Marke Madness Marky Mark (CD) Martines Marke Martines Marke Madness Marke Madness Marke Madness Marke Madness Marke Mannes Marke Madness Marke Mannes Mannes Marke Marke Mannes Marke Mannes Marke Marke Mannes Marke Marke Marke Mannes Marke Mannes Marke	34 95 16 00 39 35 20 00 44 35 25 00 39 35 20 00 39 35 20 00 39 35 20 00 39 39 55 20 00 39 39 55 20 00 39 39 55 20 00 39 39 56 20 00 29 35 14 00 29 35 14 00 29 35 15 20 00 39 39 52 20 00	Simpson's Bart vs. Space Mutants Saughter Sport Staryther Sport Sime World Smash TV Soil Deace Sontainer's Kingdom Space Irvaders '91 Sportman Spacedball 2 Spidtermon Space Bart Spidterhouse 2 Sportstalk Baseball Star Control Star Control Star Control Star Bart Steel Failors Stort Lod Street Smart Streets of Rage 2 Streets of Rage 2	39.95/20.00 29.95/14.00 39.95/20.00 39.95/20.00 39.95/20.00 39.95/20.00 44.95/20.00 44.95/20.00 29.95/12.00 29.95/12.00 29.95/12.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00 29.95/14.00	Actraiser Addam's Family Aerobiz Aerobiz Aliens vs. Predator Amazing Tennis Ammazing Tennis Ammazing Tennis Arcialy Bart is Nightmare Bart Man - Revenge of the Univer Best of the Best Blaze On Blue Brothers Bulto vs. Blazers Butter Blazers Buster Blazers Buster Broster	WDO* 39.95/18.00 39.95/20.00 44.95/25.00 44.95/25.00 54.95/25.00 39.95/20.00 39.95/20.00 39.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00	Lagoon Lagoon Lagoon Lagoon Lagoon Lemmings Lemmings Lethal Weapon Magic Sword Mach Sward Mech Wamor Metal Jocket Michael Mich	39,512,00,00 39,9512,00,00 39,9512,00,00 49,9513,00,00 49,9513,00,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00 49,95130,00	Sup Socoer Champ Supr Sar Was Supr War Was Supr Widger	39.95/20.00 49.95/30.00 49.95/30.00 39.95/20.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 49.95/30.00	Chase HO Chess Master Chuck Rock Clutch Hitter Chystal Warmer Devision Deposit Duck Deposit Out Deposi	19,9510,000 24,95112,00 24,95112,00 24,95112,00 24,95112,00 24,95112,00 24,95112,00 24,95112,00 24,95112,00 19,95110,00 24,95112,00 19,95110,00 24,95112,00 19,95110,00 24,95112,00	1. On a full sized piece of paper, write your name complete address, phon number and a list of all the cartridges you would like to order. To speed processing of your order, list an alternativ for each title you are ordering 2. Calculate the total for the cartridges you wish to orde	e e o of e e r.
	Castle of Illusion Centurion Champ Pto Am Chase HO 2 Chuck Rock (CD) Catha Chuck Rock (CD) Pto Cop Gydog utstrice David Pobrinson's Supreme Court Death Dual Decap Attack Death Dual Decap Attack Desent Strike	29.55(14.00 39.55(20.00 39.55(20.00 29.55(20.00 29.55(14.00 39.55(20.00 39.55	Kid Camelon Kiding Game Show King Salmon King Kiding Leander Lekker vs. Cellics Leander Lekker vs. Cellics Leander Lekker Salmon Mario Lander Mario Madrio Mario Lerrieux Mario Mari	34 95 16 00 44 95 25 00 44 95 25 00 39 95 20 00 49 95 30 95 20 00 49 95 30 00 49 95 30 00 49 95 30 00	Simpson's Bart vs. Space Mutants Slaughter Sport Stime World Smash TV Soil Deace Sonich Hedgehog 2 Sonicher's Kingstom Space Invaders 91 Speedball 2 Spideman Space Invaders 91 Speedball 2 Spideman Space Invaders 91 Spideman Space Invaders 91 Spideman Space Spideman Space Spideman S	39,95/20,00 29,95/14,00 39,95/20,00 39,95/20,00 44,95/20,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 24,95/12,00 29,95/14,00 20,95/14,00 20,95/	NINTE, Actraiser Addam's Family Aestaly Batt's Najttmare Batt Man - Flevenge of the Jober Battle Blaze Battle Blaze Blaze Blaze Blaze Blaze Blaze Blazes Blazes Buste Blazes Buste Bros. Cal Flagken Bastl	NDO* 39,9518.00 39,9518.00 44,95125.00 39,95120.00 44,95125.00 39,95120.00 49,95125.00 49,95125.00 49,95125.00 49,95125.00 49,95125.00 49,95125.00 39,95120.00 49,95125.00 39,95120.00 39,	Lagoon Lagoon Lagoon Leg Mystical Ninja Lemmings Lemmings Lethal Wespon Magic Sword Magic Sword Magic Sword Megabores Megabore	39.55/20.00 39.55/20.00 44.55/25.00 44.55/25.00 49.95/30.00 44.55/25.00 59.95/30.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00 44.95/25.00	Sup Socoer Champs Japon Sar Wass Super Was Wass Super Westlemanis Super Wrestlemanis Super Wrestlemanis Super Wrestlemanis TANAT. 4 Frembater TANAT. 6 Frembater TANA	39.55/20.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 49.95/30.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00 44.95/20.00	Chase HO Chess Master Chuck Apok Clutch Hitter Chycka Warmin Drabbinson's Sup of Devilish Donald Duck Dragon Crystal Estemal Legend Fartisay Zone Glober Glober George Facenare K Golden Axe Halley Warm Leadeboard Golf Ninja Golden Olympic Golf Out Faun Outrom Europe Both Pac Man	19,9510,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 19,9510,00 19,9510,00 19,9510,00 19,9510,00 19,9510,00 19,9510,00 19,9510,00 19,9510,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9512,00 24,9515,00 29,9515,00 29,9515,00 29,9515,00 29,9515,00 29,9515,00 29,9515,00	1. On a full sized piece of paper, write your name complete address, phon number and a list of all the cartridges you would like toder. To speed processing cyour order, list an alternative for each title you are ordering 2. Calculate the total for the cartridges you wish to order including shipping charges Callifornia residents add 7.75° calliforni	e e o of e e r.
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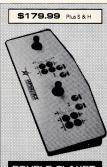
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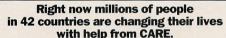




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### Score 1.034.200

272,040 000 000 174,900 9,999,990 11 111 210 126 080 1 314 416 147,110 9.999 191,300 74.060 42,999,963 112 081 9,999,990 999,365 934 600

# 32,070 Score

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# 99,999,999

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Score 2,947,360 68.588.000 1.002.324 2 185 950 550 146,860 529,800 3,205,000 49.050.270 Martin Alessi

# Player

Stephen Krogman Edouard Charbonneau Isean Klinger Peter Boadry Edouard Charbonneau Richard Sauther David Wright Peter Boadry Jeff Adkins Jason Turka James Reeve Jr. Glenn Stockwell Peter Boadry Stephen Krogman

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Jason Turka

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After Burner Altered Beast Black Belt Double Dragon Moonwalker The Ninja Pro Wrestling Rampage Rastan R - Type Shinobi Space Harrier 3 - D

### Game

After Burner 2 Ratman Castle of Illusion Curse **Ghouls & Ghosts** Galares Bolling Thunder 2 Sonic the Hedgehog Sol - Deace Stormlord Streets of Rang

# Toe Jam & Farl Game Alien Crush

Bloody Wolf Cyber Core Dragon Spirit Fighting Streets Galaga 90 Klax Monster Lair Ninia Spirit Parasol Stars R-Type

Splatterhouse

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# 999,900

Score

35,257,970

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# **FINAL FANTASY** mustic quest



# FLOOR ONE



# FLOOR THREE



The Dark King will change his form four times during the fight. Keep using your Flare spell and seeds to stop him. It's also a good idea to keep Phoebe on the automatic setting so she can heal you, and occasionally she will even get a critical hit on the Dark King. Have patience and you will probably survive this intense battle.

# SAVE THE WORLD FROM THE DREADED DARK KING!

You have journeyed across the land in search of the four Crystals of the Earth. Your guest has finally led you deep underneath the Focus Tower to a hidden place known as Doom Castle. As you search through these dark foreboding dungeons, you find that your way to the very heart of the castle is blocked by stone. The only way past is to explore four floors of unspeakable danger. Only those with nerves of steel will find their way to the vile Dark King. Once you are in the midst of battle. the Dark King will show you his true, hideous form. Will you and your companion succeed in vanquishing him from the land forever, or will you be destroyed by his darkness?









The helpful old man turns out to be the last crystal.



Say goodbye to all your friends and set sail for distant lands.

Sail off into the sunset in search of your next Final Fantasy!



**FLOOR TWO** 



FLOOR FOUR

This floor has a special statue in the middle of the room. Talk to it; it will help you.

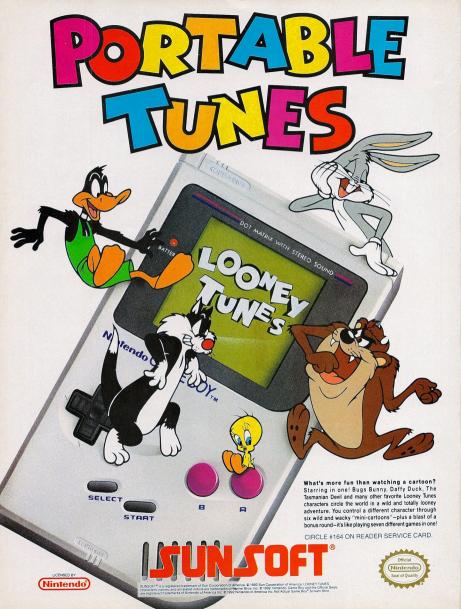


Sail back to the town of Windia and rest for awhile.



Tristam joins your quest for more adventure.







**WORLD WAR II** 



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